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E. H. O. Y. L. E's
G A M E S
IMPROVED.

Being PRACTICAL TREATISES on the following
FASHIONABLE GAMES,
VIZ.

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| Whist, | Cricket, |
| Quadrille, | Tennis, |
| Piquet, | Quinze, |
| Chess, | Hazard, |
| Back-Gammon, | AND |
| Billiards, | Lansquenet. |

In which are also contained,

The Method of BETTING at THOSE GAMES
upon equal, or advantageous Terms.

INCLUDING

The LAWS of the several GAMES, as set-
tled and agreed to at WHITE's and STAPLE-
TON's Chocolate-houses.

Revised and corrected by CHARLES JONES, Esq;

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IMPROVED
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FASHIONABLE GAMES

John P. ...
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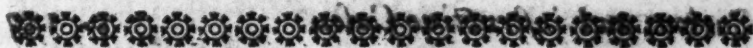
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THE GAME OF WHIST.

THIS Game is played by four Persons, who cut the Cards to settle the Partners; and those who cut the two highest Cards, are Partners against those who cut the two lowest. The Person who cuts the lowest Card is intitled to the Deal.

Each Person has a Right to shuffle the Cards before the Deal, and the eldest Hand may shuffle them last, excepting the Dealer.

The Deal is made by having the Pack cut by the Right-hand Adversary, and the Dealer is to distribute the Cards, one at a Time, to each of the Players, till he comes to the last Card, which he turns up, being the Trump, and leaves it on the Table till the first Trick is played.

The Person on the Dealer's left Hand is the elder Hand, and plays first; and whoever wins the Trick, becomes elder Hand, and plays again; and so on till all the Cards are played out. The Ace, King, Queen, and Knave of Trumps are called Honours; and when either of the Parties has in his own Hand, or between himself and his Partner, three Honours, they count two Points towards the Game; and in case they should have the four Honours, they count four Points. Ten Points make the Game.

THE EDITOR.

B

T H E
G A M E A T W H I S T;
By EDMOND HOYLE, Gent.

C H A P. I.

Some GENERAL RULES *to be observed by*
BEGINNERS.

WHEN you lead, begin with the best Suit in your Hand ; if you have a Sequence of King, Queen, and Knave, or Queen, Knave, and Ten, they are sure Leads, and never fail gaining the Tenace to yourself or Partner in other Suits ; and begin with the highest of the Sequence, unless you have 5 in Number : In that Case play the lowest (except in Trumps, when you must always play the highest) in order to get the Ace or King out of your Partner's or Adversary's Hand, by which Means you make Room for your Suit.

II. If you have 5 of the smallest Trumps, and not one good Card in the other Suits, trump out ; which will have this good Consequence
at

at least, to make your Partner the last Player, and by that Means give him the Tenace.

III. If you have 2 small Trumps only, with Ace and King of two other Suits, and a Deficiency of the fourth Suit, make as many Tricks as you can immediately; and if your Partner refuses either of your Suits, do not force him, because that may weaken his Game too much.

IV. You need seldom return your Partner's Lead, if you have good Suits of your own to play, unless it be to endeavour to save or win a Game: What is meant by good Suits, is, in case you shall have Sequences of King, Queen, and Knave, or Queen, Knave, and Ten.

V. If you have each 5 Tricks, and you are assured of getting 2 Tricks in your own Hand, do not fail winning them, in Expectation of scoring 2 that Deal; because if you lose the odd Trick, it makes 2 Difference, and you play 2 to 1 against yourself.

An Exception to the foregoing Rule is, when you see a Probability either of saving your Lurch or winning the Game, in either of which Cases you are to risk the odd Trick.

VI. When you have a Probability of winning the Game, always risk a Trick or two, because the Share of the Stake, which your Adversary has by a new Deal, will amount to more than the Point or two which you risk by that Deal.

The foregoing Case refers to Chap. VI. Case 1, 2, 3, 4, 5, 6.

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VII. If your Adversary is 6 or 7 Love, and you are to lead, your Business in that Case is to risk a Trick or two, in hopes of putting your Game upon an Equality; therefore, admitting you have the Queen or Knave, and 1 other Trump, and no good Cards in other Suits, play out your Queen or Knave of Trumps; by which Means you will strengthen your Partner's Game, if he is strong in Trumps; if he is weak, you do him no Injury.

VIII. If you are four of the Game, you must play for an odd Trick, because it saves one half of the Stake which you play for; and, in order to win the odd Trick, though you are pretty strong in Trumps, be cautious how you trump out. What is meant by Strength in Trumps, is, in case you should have 1 Honour and 3 Trumps.

IX. If you are 9 of the Game, and though very strong in Trumps, if you observe your Partner to have a Chance of trumping any of your Adversary's Suits; in that Case do not trump out, but give him an Opportunity of trumping those Suits. If your Game is scored 1, 2, or 3, you must play the Reverse; and also at 5, 6, or 7; because, in these two last recited Cases, you play for more than 1 Point.

X. If you are last Player, and find that the third Hand cannot put on a good Card to his Partner's Lead, admitting you have no good Game of your own to play, return the Lead upon the Adversary; which gives your Partner the

The GAME of WHIST. 5

the Tenace in that Suit, and often obliges the Adversary to change Suits, and consequently gains the Tenace in that new Suit also.

XI. If you have Ace, King, and four small Trumps, begin with a small one; because it is an equal Wager that your Partner has a better Trump than the last Player: if so, you have three Rounds of Trumps; if not, you cannot fetch out all the Trumps.

XII. If you have Ace, King, Knave, and three small Trumps, begin with the King, and then play the Ace (except one of the Adversaries refuses Trumps) because the Odds is in your Favour that the Queen falls.

XIII. If you have King, Queen, and four small Trumps, begin with a small one, because the Odds is on your Side that your Partner has an Honour.

XIV. If you have King, Queen, Ten, and three small Trumps, begin with the King, because you have a fair Chance that the Knave falls in the second Round, or you may wait to finesse your Ten upon the Return of Trumps from your Partner.

Refers to Chap. VII. Case 1, 2, 3.

XV. If you have Queen, Knave, and four small Trumps, begin with a small one, because the Odds is in your Favour that your Partner has an Honour.

XVI. If you have Queen, Knave, Nine, and three small Trumps, begin with the Queen, because you have a fair Chance that the Ten

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falls in the second Round; or you may wait to fineſſe the Nine.

Refers to Chap. VII. Caſe 1, 2, 3.

XVII. If you have Knave, Ten, and four ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N^o 15.

XVIII. If you have Knave, Ten, Eight, and three ſmall Trumps, begin with the Knave, in order to prevent the Nine from making a Trick, and the Odds is in your Favour that the three Honours fall in two Rounds.

XIX. If you have ſix Trumps of a lower Denomination, you are to begin with the loweſt, unleſs you ſhould have Ten, Nine, and Eight, and an Honour turns up againſt you; in that Caſe, if you are to play through the Honour, begin with the Ten, which obliges the Adverſary to play his Honour to his Diſadvantage, or leave it in your Partner's Option, whether he will paſs it or not.

XX. If you have Ace, King, and three ſmall Trumps, begin with a ſmall one, for the Reaſons aſſigned in N^o 15.

XXI. If you have Ace, King, and Knave, and two ſmall Trumps, begin with the King, which, next to a moral Certainty, informs your Partner that you have Ace and Knave remaining; and, by putting the Lead into your Partner's Hand, he plays you a Trump, upon which you are to fineſſe the Knave, and no ill Conſequence can attend ſuch Play, except the Queen lies behind you ſingle.

Refers

Refers to Chap. VII. Case 1, 2, 3.

XXII. If you have King, Queen, and three small Trumps, begin with a small one, for the assigned Reasons in N^o 15.

XXIII. If you have King, Queen, Ten, and two small Trumps, begin with the King, for the Reasons assigned in N^o 21.

XXIV. If you have the Queen, Knave, and three small Trumps, begin with a small one, for the Reasons assigned in N^o 15.

XXV. If you have Queen, Knave, Nine, and two small Trumps, begin with the Queen, for the Reasons assigned in N^o 16.

XXVI. If you have Knave, Ten, and three small Trumps, begin with a small one, for the Reasons assigned in N^o 15.

XXVII. If you have Knave, Ten, Eight, and two small Trumps, begin with the Knave, because in two Rounds of Trumps it is Odds but that the Nine falls; or, upon the Return of Trumps from your Partner, you may finesse the Eight.

XXVIII. If you have five Trumps of a lower Denomination, it is the best Play to begin with the lowest, unless you have a Sequence of Ten, Nine, and Eight, in that Case begin with the highest of the Sequence.

XXIX. If you have Ace, King, and two small Trumps, begin with a small one, for the Reasons assigned in N^o 15.

XXX. If you have Ace, King, Knave, and
B 4 one

one small Trump, begin with the King, for the Reasons assigned in N^o 21.

XXXI. If you have King, Queen, and two small Trumps, begin with a small one, for the Reasons assigned in N^o 15.

XXXII. If you have King, Queen, Ten, and one small Trump, begin with the King, and wait for the Return of Trumps from your Partner, when you are to finesse your Ten, in order to win the Knave.

XXXIII. If you have Queen, Knave, Nine, and one small Trump, begin with the Queen, in order to prevent the Ten from making a Trick.

XXXIV. If you have Knave, Ten, and two small Trumps, begin with a small one, for the Reasons assigned in N^o 15.

XXXV. If you have Knave, Ten, Eight, and one small Trump, begin with the Knave, in order to prevent the Nine from making a Trick.

XXXVI. If you have Ten, Nine, Eight, and one small Trump, begin with the Ten, which leaves it in your Partner's Discretion, whether he will pass it or not.

XXXVII. If you have Ten, and three small Trumps, begin with a small one.

CHAP. II.

Some PARTICULAR RULES to be observed.

I. IF you have Ace, King, and four small Trumps, with a good Suit, you must play three

three Rounds of Trumps, otherwise you may have your strong Suit trumped.

II. If you have King, Queen, and four small Trumps, with a good Suit, trump out with the King, because when you have the Lead again, you will have three Rounds of Trumps.

III. If you have King, Queen, Ten, and three small Trumps, with a good Suit, trump out with the King, in Expectation of the Knave's falling at the second Round; and do not wait to finesse the Ten, for Fear your strong Suit should be trumped.

IV. If you have Queen, Knave, and three small Trumps, with a good Suit, trump out with a small one.

V. If you have the Queen, Knave, Nine, and two small Trumps, with a good Suit, trump out with the Queen, in Expectation of the Ten's falling at the second Round; and do not wait to finesse the Nine, but trump out a second Time, for the Reasons assigned in Case III. in this Chapter.

VI. If you have Knave, Ten, and three small Trumps, with a good Suit, trump out with a small one.

VII. If you have Knave, Ten, Eight, and two small Trumps, with a good Suit, trump out with the Knave, in Expectation of the Nine's falling at the second Round.

VIII. If you have Ten, Nine, Eight, and one small Trump, with a good Suit, trump out with the Ten.

C H A P. III.

PARTICULAR GAMES, and the Manner in which they are to be played, after a Learner has made some Progress in the Game.

SUPPOSE you are elder Hand, and that your Game consists of King, Queen, and Knave of one Suit; Ace, King, Queen, and two small Cards of another Suit; King and Queen of the third Suit, and three small Trumps: *Query*, How is this Hand to be played? You are to begin with the Ace of your best Suit (or a Trump) which informs your Partner that you have the Command of that Suit; but you are not to proceed with the King of the same Suit, but you must play a Trump next; and if you find your Partner has no Strength to support you in Trumps, and that your Adversary plays to your weak Suit, viz. the King and Queen only, in that Case play the King of the best Suit; and if you observe a Probability of either of your Adversaries being likely to trump that Suit, proceed then and play the King of the Suit of which you have King, Queen, and Knave. If it should so happen, that your Adversaries do not play to your weakest Suit, in that Case, though apparently your Partner can give you no Assistance in Trumps, pursue your Scheme of trumping out as often as the Lead comes into your Hand: By which means, supposing your Partner to have

The GAME of WHIST. **NI**

have but two Trumps, and that your Adversaries have four each, by three Rounds of Trumps, there remain only two Trumps against you.

II. Elder Hand.

Suppose you have Ace, King, Queen, and one small Trump, with a Sequence from the King of five in another Suit, with four other Cards of no Value. Begin with the Queen of Trumps, and pursue the Lead with the Ace, which demonstrates to your Partner, that you have the King: And as it would be bad Play to pursue Trumps the third Round, till you have first gained the Command of your great Suit; by stopping thus, it likewise informs your Partner that you have the King, and one Trump only remaining; because, if you had Ace, King, Queen, and two Trumps more, and Trumps went round twice, you could receive no Damage by playing the King the third Round. When you lead Sequence, begin with the lowest, because if your Partner has the Ace he plays it, which makes Room for your Suit. And since you have let your Partner into the State of your Game, as soon as he has the Lead, if he has a Trump or two remaining, he will play Trumps to you, with a moral Certainty that your King clears your Adversaries Hands of all their Trumps.

III. Second Player.

Suppose you have Ace, King, and two small Trumps, with a Quint-Major of another Suit;

in the third Suit you have three small Cards, and in the fourth Suit one. Your Adversary on your Right-hand begins with playing the Ace of your weak Suit, and then proceeds to play the King : In that Case, do not trump it, but throw away a losing Card, and if he proceeds to play the Queen, throw away another losing Card ; and do the like the fourth Time, in Hopes your Partner may trump it, who will in that Case play a Trump, or will play to your strong Suit. If Trumps are played, go on with them two Rounds, and then proceed to play your strong Suit ; by which Means, if there happens to be four Trumps in one of your Adversaries Hands, and two in the other, which is nearly the Case, your Partner being intitled to have three Trumps out of the nine, consequently there remain only six Trumps, between the Adversaries ; your strong Suit forces their best Trumps, and you have a Probability of making the odd Trick in your own Hand only ; whereas if you had trumped one of your Adversaries best Cards, you had so weakened your Hand, as probably not to make more than five Tricks without your Partner's Help.

IV. Suppose you have Ace, Queen, and three small Trumps ; Ace, Queen, Ten, and Nine of another Suit ; with two small Cards of each of the other Suits : Your Partner leads to your Ace, Queen, Ten, and Nine ; and as this Game requires rather to deceive your Adversaries,

saries, than to inform your Partner, put up the Nine, which naturally leads the Adversary to play Trumps, if he wins that Card. As soon as Trumps are played to you, return them upon your Adversary, keeping the Command in your own Hand. If your Adversary who led Trumps to you, puts up a Trump which your Partner cannot win, if he has no good Suit of his own to play, he will return your Partner's Lead, imagining that Suit lies between his Partner and yours: If this Finesse of yours should succeed, you will be a great Gainer by it, but scarcely possible to be a Loser.

Now Suppose you have Ace, King, and three small Trumps, with a Quart from a King, and two small Cards of another Suit, and one small Card to each of the other Suits; your Adversary leads a Suit of which your Partner has a Quart-major; your Partner puts up the Knave, and then proceeds to play the Ace: You refuse to that Suit, by playing your loose Card; when your Partner plays the King, your Right-hand Adversary trumps it, suppose with the Knave or Ten, do not over-trump him, which may probably lose you two or three Tricks by weakening of your Hand: But if he leads to the Suit of which you have none, trump it, and then play the lowest of your Sequence, in order to get the Ace either out of your Partner's or Adversary's Hand; which accomplished, as soon as you get the Lead, play two Rounds of

Trumps,

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Trumps, and then proceed to play your strong Suit. Instead of your Adversary's playing to your weak Suit, if he should play Trumps, do you go on with them two Rounds, and then proceed to get the Command of your strong Suit. But you will seldom find this last Method practised, except by moderate Players.

C H A P. IV.

Games to be played, with certain Observations whereby you are assured that your Partner has no more of the Suit played either by yourself or him.

I. **S**UPPOSE you lead from Queen, Ten, Nine, and two small Cards of any Suit, the second Hand puts on the Knave, your Partner plays the Eight; in this Case, you having Queen, Ten, and Nine, it is a Demonstration, if he plays well, that he can have no more of that Suit. Therefore, by that Discovery, you may play your Game accordingly, either by forcing him to trump that Suit, if you are strong in Trumps, or by playing some other Suit.

II. Suppose you have King, Queen, and Ten of a Suit, and you lead your King, your Partner plays the Knave, this demonstrates he has no more of that Suit.

III. Suppose you have King, Queen, and many more of a Suit, and you begin with the King, in some Cases it is good Play in a Partner, when he has the Ace and one small Card in that Suit

only, to win his Partner's King with his Ace; for suppose he is very strong in Trumps, by taking his Partner's King with the Ace, he trumps out, and after he has cleared the Board of Trumps, he returns his Partner's Lead; and having parted with the Ace of that Suit, he has made Room for his Partner to make that whole Suit, which possibly could not have been done if he had kept the Command in his Hand.

And supposing his Partner has no other good Card in his Hand besides that Suit, he loses nothing by the Ace's taking of his King; but if it should so happen that he has a good Card to bring in that Suit, he gains all the Tricks which he makes in that Suit, by this Method of Play: And as your Partner has taken your King with the Ace, and trumps out upon it, you have Reason to judge he has one of that Suit to return you; therefore do not throw away any of that Suit, even to keep a King or Queen guarded.

C H A P. V.

Particular Games both to endeavour to deceive and distress your Adversaries, and to demonstrate your Game to your Partner.

I. SUPPOSE I play the Ace of a Suit of which I have Ace, King, and three small ones; the last Player does not choose to trump it, having none of the Suit; if I am not strong enough in Trumps, I must not play out the King,

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King, but keep the Command of that Suit in my Hand by playing a small one, which I must do in order to weaken his Game.

II. If a Suit is led, of which I have none, and a moral Certainty that my Partner has not the best of that Suit, in order to deceive the Adversary I throw away my strong Suit; but to clear up Doubts to my Partner, when he has the Lead I throw away my weak Suit. This Method of Play will generally succeed, unless you play with very good Players, and even with them, you will oftener gain than lose by this Method of Play.

CHAP. VI.

Particular Games to be played, by which you run the Risk of losing one Trick only to gain three.

I. **S**UPPOSE Clubs to be Trumps, a Heart is played by your Adversary; your Partner, having none of that Suit, throws away a Spade; you are then to judge his Hand is composed of Trumps and Diamonds; and suppose you win that Trick, and being too weak in Trumps, you dare not force him; and suppose you shall have King, Knave, and one small Diamond; and further, suppose your Partner to have Queen and five Diamonds; in that Case, by throwing out your King in your first Lead, and your Knave in your second, your Partner and you may win five Tricks in that Suit; whereas if you had led a small Diamond, and

and your Partner's Queen having been won with the Ace, the King and Knave remaining in your Hand, obstructs his Suit: And though he may have the long Trump, yet by playing a small Diamond, and his long Trump having been forced out of his Hand, you lose by this Method of Play three Tricks in that Deal.

II. Suppose, in the like Case of the former, you should have Queen, Ten, and one small Card in your Partner's strong Suit; which is to be discovered by the former Example; and suppose your Partner to have Knave and five small Cards in his strong Suit; you having the Lead are to play your Queen, and when you play again, you are to play your Ten; and suppose him to have the long Trump, by this Method he makes four Tricks in that Suit; but should you play a small one in that Suit, his Knave being gone, and the Queen remaining in your Hand in the second Round of playing that Suit, and the long Trump being forced out of his Hand, the Queen remaining in your Hand obstructs the Suit, by which Method of Play you lose three Tricks in that Deal.

III. In the former Examples you have been supposed to have had the Lead, and by that Means have had an Opportunity of throwing out the best Cards in your Hand of your Partner's strong Suit, in order to make Room for the whole Suit; we will now suppose your Partner is to lead, and in the Course of Play, it appears to you that your Partner has one
great

great Suit; suppose Ace, King, and four small ones, and that you have Queen, Ten, Nine, and a very small one of that Suit; when your Partner plays the Ace, you are to play the Nine; when he plays the King, you are to play the Ten; by which Means you see, in the third Round, you make your Queen, and having a small one remaining, you do not obstruct your Partner's great Suit; whereas if you had kept your Queen and Ten, and the Knave have fallen from the Adversaries, you had lost two Tricks in that Deal.

IV. Suppose in the Course of Play, as in the former Case, you find your Partner to have one great Suit, and that you have King, Ten, and a small one of that Suit; your Partner leads the Ace, in that Case play your Ten, and in the second your King: This Method is to prevent a Possibility of obstructing your Partner's great Suit.

V. Suppose your Partner has Ace, King, and four small Cards in his great Suit, and that you have Queen, Ten, and a small Card, in that Suit; when he plays his Ace, do you play your Ten, and when he plays his King, do you play your Queen; by which Method of Play you only risk one Trick to get four.

VI. We will now suppose you to have five Cards of your Partner's strong Suit, viz. Queen, Ten, Nine, Eight, and a small one; and that your Partner has Ace, King, and four small ones; when your Partner plays the Ace, do you play
your

your Eight; when he plays the King, do you play your Nine; and in the third Round, Nobody having any of that Suit, except your Partner and you, proceed then to play the Queen, and then the Ten; and having a small one remaining, and your Partner two, you thereby gain a Trick, which you could not have done but by playing the high Cards, and by keeping a small one to play to your Partner.

CHAP. VII.

Particular Games to be played when your Adversary turns up an Honour on your Right-hand, with Directions how to play when an Honour is turned up on your Left-hand.

I. SUPPOSE the Knave is turned up on your Right-hand, and that you have King, Queen, and Ten; in order to win the Knave, begin to play with your King; by which Method of Play, your Partner may suppose you to have Queen and Ten remaining, especially if you have a second Lead, and that you do not proceed to your Queen.

II. The Knave being turned up as before, and that you have Ace, Queen, and Ten, by playing your Queen, it answers the like Purpose of the former Rule.

III. If the Queen is turned up on your Right-hand, and that you have Ace, King, and Knave, by playing your King it answers the like Purpose of the former Rule.

IV. Sup-

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IV. Suppose an Honour is turned up on your Left-hand, and suppose you should hold no Honour, in that Case you are to play Trumps through that Honour; but in case you should hold an Honour (except the Ace) you must be cautious how you play Trumps; because, in case your Partner holds no Honour, your Adversary will play your own Game upon you.

C H A P. VIII.

CASES to demonstrate the Danger of forcing your Partner.

I. **SUPPOSE** *A* and *B* Partners, and that *A* has a Quint-Major in Trumps, with a Quint-Major and three small Cards of another Suit, and that *A* has the Lead; and let us suppose the Adversaries *C* and *D* to have only five Trumps in either Hand: In this Case, *A*, having the Lead, wins every Trick.

II. Suppose, on the contrary, *C* has five small Trumps, with a Quint-Major and three small Cards of another Suit, and that *C* has the Lead, who forces *A* to trump first, by which Means *A* wins only five Tricks.

III. *A CASE to demonstrate the Advantage by a Saw.*

Suppose *A* and *B* Partners, and that *A* has a Quart-Major in Clubs, they being Trumps, another Quart-Major in Hearts, another Quart-Major in Diamonds, and the Ace of Spades.

And

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And let us suppose the Adversaries *C* and *D* to have the following Cards; viz. *C* has four Trumps, eight Hearts, and one Spade; *D* has five Trumps and eight Diamonds; *C* being to lead, plays an Heart, *D* trumps it; *D* plays a Diamond, *C* trumps it; and thus pursuing the Saw, each Partner trumps a Quart-Major of *A*'s, and *C* being to play at the ninth Trick, plays a Spade, which *D* trumps; thus *C* and *D* have won the nine first Tricks, and leave *A* with his Quart-Major in Trumps only.

The foregoing Case shews, that whenever you gain the Advantage of establishing a Saw, it is your Interest to embrace it.

C H A P. IX.

Containing Variety of CASES, intermixed with CALCULATIONS, demonstrating when it is proper, at second Hand, to put up the King, Queen, Knave, or Ten, with one small Card of any Suit, &c.

- I. SUPPOSE you have four small Trumps, in the three other Suits you have one Trick secure in each of them; and suppose your Partner has no Trump, in that Case the remaining nine Trumps must be divided between your Adversaries; suppose five in one Hand, and four in the other; as often as you have the Lead, play Trumps: And suppose you should have four Leads, in that Case, you see your Adversaries make only four Tricks out of nine Trumps;

Trumps; whereas if you had suffered them to make their Trumps single, they might possibly have made nine Tricks.

By this Example, you see the Necessity there is of taking out two Trumps for one upon most Occasions.

Yet there is an Exception to the foregoing Rule; because if you find in the Course of Play, that your Adversaries are very strong in any particular Suit, and that your Partner can give you no Assistance in that Suit, in such a Case you are to examine your own, and also your Adversaries Scores; because by keeping one Trump in your Hand to trump such Suit, it may be either a Means to save or win a Game.

II. Suppose you have Ace, Queen, and two small Cards of any Suit; your Right-hand Adversary leads that Suit; in that Case, do not put up your Queen, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if so, you have the Command of that Suit.

An Exception to the foregoing Rule is, in case you want the Lead, then you are to put up your Queen.

III. Never chuse to lead from King, Knave, and one small Card in any Suit, because it is 2 to 1 that your Partner has not the Ace, and also 32 to 25, or about 5 to 4, that he has Ace or Queen; and therefore, as you have only about 5 to 4 in your Favour, and as you must have four Cards in some other Suit, suppose
the

the Ten to be the highest, lead that Suit, because it is an equal Wager that your Partner has a better Card in that Suit than the last Player: And if the Ace of the first-mentioned Suit lies behind you, which is an equal Wager it should so happen, in case your Partner has it not; in this Case, on your Adversaries leading this Suit, you probably make two Tricks in it by this Method of Play.

IV. Suppose in the Course of Play it appears to you, that your Partner and you have four or five Trumps remaining, when your Adversaries have none, and that you have no winning Card in your Hand, but that you have Reason to judge that your Partner has a thirteenth Card, or some other winning Card in his Hand; in that Case play a small Trump, to put the Lead into his Hand, in order to throw away any losing Card in your Hand, upon such thirteenth or other good Card.

CHAP. X.

Some DIRECTIONS for putting up at second Hand, King, Queen, Knave, or Ten of any Suit, &c.

I. SUPPOSE you have the King, and one small Card of any Suit, and that your Right-hand Adversary plays that Suit; if he is a good Player do not put up the King, unless you want the Lead, because a good Player seldom

dom leads from a Suit of which he has the Ace, but keeps it in his Hand (after the Trumps are played out) to bring in his strong Suit.

II. Suppose you have a Queen, and one small Card of any Suit, and that your Right-hand Adversary leads that Suit; do not put on your Queen, because suppose the Adversary has led from the Ace and Knave, in that Case, upon the Return of that Suit, your Adversary finesse the Knave, which is generally good Play, especially if his Partner has played the King, you thereby make your Queen; but by putting on the Queen, it shews your Adversary that you have no Strength in that Suit, and consequently puts him upon finessing upon your Partner throughout that whole Suit.

III. In the former Examples you have been informed, when it is thought proper to put up the King or Queen at second Hand; you are likewise to observe, in case you should have the Knave or Ten of any Suit, with a small Card of the same Suit, it is generally bad Play to put up either of them at second Hand, because it is five to two that the third Hand has either Ace, King, or Queen of the Suit led; it therefore follows, that as the Odds against you are five to two, and tho' you should succeed sometimes by this Method of Play, yet in the main you must be a Loser, because it demonstrates to your Adversaries that you are weak in that Suit, and consequently they finesse upon your Partner throughout that whole Suit.

IV. Sup-

IV. Suppose you have Ace, King, and three small Cards of a Suit, your Right-hand Adversary leads that Suit; upon which you play your Ace, and your Partner plays the Knave. In case you are strong in Trumps, you are to return a small one in that Suit, in order to let your Partner trump it: And this Consequence attends such Play, *viz.* you keep the Command of that Suit in your own Hand, and at the same Time, it gives your Partner an Intimation that you are strong in Trumps; and therefore, he may play his Game accordingly, either in attempting to establish a Saw, or by trumping out to you, if he has either Strength in Trumps, or the Command of the other Suits.

V. Suppose *A* and *B*'s Game is scored 6, the Adversaries *C* and *D* is scored 7, and that 9 Cards are played out, of which *A* and *B* have won 7 Tricks, and suppose no Honours are reckoned in that Deal; in this Case *A* and *B* have won the odd Trick, which puts their Game upon an Equality; and suppose *A* to have the Lead, and that *A* has two of the smallest Trumps remaining, with two winning Cards of other Suits; and suppose *C* and *D* have the two best Trumps between them, with two other winning Cards in their Hands; *Quere*, How are you to play this Game? It is 11 to 3 that *C* has not the 2 Trumps; and likewise, 11 to 3 that *D* has them not: The Odds being so much in *A*'s Favour to win the whole Stake, it is his Interest to play a Trump; for suppose the Stake

C

to

to be 70*l.* depending, *A* wins the whole Stake, if he succeeds, by this Method of Play; but should he play the close Game, by forcing *C* or *D* to trump first, he having won the odd Trick already, and being sure of winning two more in his own Hand; by this Method his Game will be scored 9 to 7, which is about 3 to 2, and, therefore, *A*'s Share of the 70*l.* will amount only to 42*l.* and, by this Method, *A* only secures 7*l.* Profit; but in the other Case, upon Supposition that *A* and *B* have 11 to 3 of the Stake depending, as aforesaid, by playing his Trump, he is entitled to 55*l.* out of the 70*l.* depending.

The foregoing Case being duly attended to, may be applied to the like Purpose in other Parts of the Game.

C H A P. XI.

Some DIRECTIONS how to play when an Ace, King, or Queen, are turned up on your Right-hand, &c.

I. **SUPPOSE** the Ace is turned up on your Right-hand, and that you have the Ten and Nine of Trumps only, with Ace, King, and Queen of another Suit, and eight Cards of no Value, *Quere*, How must this Game be played? Begin with the Ace of the Suit of which you have the Ace, King, and Queen, which is an Information to your Partner that you have the Command of that Suit; then play your Ten of Trumps,

Trumps, because it is five to two that your Partner has King, Queen, or Knave of Trumps; and tho' it is about seven to two that your Partner has not two Honours, yet, should he chance to have them, and they prove to be the King and Knave, in that Case, as your Partner will pass your Ten of Trumps, and as it is 13 to 12 against the last Player for holding the Queen of Trumps, upon Supposition your Partner has it not, in that Case, when your Partner has the Lead, he plays to your strong Suit, and upon your having the Lead, you are to play the Nine of Trumps, which puts it in your Partner's Power to be almost certain of winning the Queen if he lies behind it.

The foregoing Case shews, that turning up of an Ace against you, may be made less beneficial to your Adversaries, provided you play by this Rule.

II. If the King or Queen are turned up on your Right-hand, the like Method of Play may be made use of; but you are always to distinguish the Difference of your Partner's Capacity, because a good Player will make a proper Use of such Play, but a bad one seldom, if ever.

III. Suppose the Adversary on your Right-hand leads the King of Trumps, and that you should have the Ace and four small Trumps, with a good Suit; in this Case it is your Interest to pass the King; and though he should have King, Queen, and Knave of Trumps, with one more, if he is a moderate Player, he

will play the small one, imagining that his Partner has the Ace; when he plays the small one, you are to pass it, because it is an equal Wager that your Partner has a better Trump than the last Player; if so, and that he happens to be a tolerable Player, he will judge you have a good Reason for this Method of Play, and consequently, if he has a third Trump remaining he will play it, if not, he will play his best Suit.

IV. *A critical CASE to win an odd Trick.*

Suppose *A* and *B* Partners against *C* and *D*, and suppose the Game to be Nine all, and suppose all the Trumps are played out, *A* being the last Player, has the Ace and four other small Cards of a Suit in his Hand, and one thirteenth Card remaining: *B* has only two small Cards of *A*'s Suit; *C* has Queen and two other small Cards of that Suit; *D* has King, Knave, and one small Card of the same Suit. *A* and *B* have won three Tricks, *C* and *D* have won four Tricks; it therefore follows that *A* is to win four Tricks out of the Six Cards in his Hand, in order to win the Game. *C* leads this Suit, and *D* puts up the King; *A* gives him that Trick, *D* returns that Suit, *A* passes it, and *C* puts up his Queen: Thus *C* and *D* have won six Tricks, and *C* imagining the Ace of that Suit to be in his Partner's Hand, returns it; by which Means *A* wins the four last Tricks, and consequently the Game.

V. Suppose you should have the King and five small

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small Trumps, and that your Right-hand Adversary plays the Queen; in that Case do not put on your King, because it is an equal Wager that your Partner has the Ace; and suppose your Adversary should have Queen, Knave, Ten, and one small Trump, it is also an equal Wager that the Ace lies single, either in your Adversary's Hand or Partner's; in either of which Cases it is bad Play to put on your King; but if the Queen of Trumps is led, and that you should happen to have the King, with two or three Trumps, it is the best Play to put on the King, because it is good Play to lead from the Queen and one small Trump only; and in that Case, should your Partner have the Knave of Trumps, and your Left-hand Adversary hold the Ace, your neglecting to put on the King is the Loss of a Trick.

C H A P. XII.

The Ten or Nine being turned up on your Right-Hand, &c.

I. SUPPOSE the Ten is turned up on your Right-hand, and that you should have King, Knave, Nine, and two small Trumps, with eight other Cards of no Value, and that it is proper for you to lead Trumps, in that Case, begin with the Knave, in order to prevent the Ten from making a Trick; and though it is but about five to four that your Partner holds an Honour, yet if that should fail, by finessing
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your Nine on the Return of Trumps from your Partner, you have the Ten in your Power.

II. The Nine being turned up on your Right-hand, and that you should have Knave, Ten, Eight, and two small Trumps, by leading the Knave, it answers the like Purpose of the former Case.

III. You are to make a wide Difference between a Lead of Choice, and a forced Lead of your Partner's; because, in the first Case, he is supposed to lead from his best Suit, and finding you deficient in that Suit, and not being strong enough in Trumps, and not daring to force you, he then plays his next best Suit; by which Alteration of Play, it is next to a Demonstration that he is weak in Trumps: But should he persevere, by playing off his first Lead, if he is a good Player, you are to judge him strong in Trumps, and it is a Direction for you to play your Game accordingly.

IV. There is nothing more pernicious at the Game of Whist, than to change Suits often, because in every new Suit you run the Risk of giving your Adversary the Tenace; and therefore, though you lead from a Suit of which you have the Queen, Ten, and three small ones, and your Partner puts up the Nine only, in that Case, if you should happen to be weak in Trumps, and that you have no tolerable Suit to lead from, it is your best Play to pursue the Lead of that Suit by playing your Queen, which leaves it in your Partner's Option whether he
will

will trump it or not, in case he has no more of that Suit; but in your second Lead, in case you should happen to have the Queen or Knave of any other Suit, with one Card only of the same Suit, it would be better Play to lead from your Queen or Knave of either of these Suits, it being 5 to 2 that your Partner has one Honour at least in either of those Suits.

V. If you have Ace, King, and one small Card of any Suit, with four Trumps; if your Right-hand Adversary leads that Suit, pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if so, you gain a Trick by it; if otherwise, as you have four Trumps, you need not fear to lose by it, because when Trumps are played, you may be supposed to have the long Trump.

C H A P. XIII.

A CAUTION not to part with the Command of your Adversary's great Suit, &c.

I. **I**N Case you are weak in Trumps, and that it does not appear that your Partner is very strong in them, be very cautious how you part with the Command of your Adversary's great Suit: For suppose your Adversary plays a Suit of which you have the King, Queen, and one small Card only, the Adversary leads the Ace, and, upon playing the same Suit, you play your Queen, which makes it almost certain to your Partner that you have the King;

and suppose your Partner refuses to that Suit, do not play the King, because if the Leader of that Suit or his Partner have the long Trump, you risk the losing of three Tricks to get one.

II. Suppose your Partner has ten Cards remaining in his Hand, and that it appears to you that they consist of Trumps and one Suit only; and suppose you should have King, Ten, and one small Card of his strong Suit, with Queen and two small Trumps; in this Case, you are to judge he has five Cards of each Suit, and therefore you ought to play out the King of his strong Suit; and if you win that Trick, your next Play is, to throw out the Queen of Trumps; if that likewise comes home, proceed to play Trumps: This Method of Play may be made use of at any Score of the Game, except at 4 and 9.

III. *The TRUMP turned up to be remembered.*

It is so necessary that the Trump turned up should be known and remembered, both by the Dealer and his Partner, that we think it proper to observe, that the Dealer should always so place that Card, as to be certain of having Recourse to it: For suppose it to be only a 5; and that the Dealer has two more, viz. the 6 and 9, if his Partner trumps out with Ace and King, he ought to play his 6 and 9; because, let us suppose your Partner to have Ace, King, and four small Trumps; in this Case, by your Partner's knowing you have the 5 remaining, you may win many Tricks.

IV. Your

IV. Your Right-hand Adversary leads a Suit of which you have the Ten and two small ones; the third Hand puts up the Knave, your Partner wins it with the King; when your Right-hand Adversary leads that Suit again, and plays a small one, do you put on your Ten, because it may save your Partner's Ace, upon Supposition that your Right-hand Adversary led from the Queen; you will seldom fail of Success by this Method of Play.

V. Suppose you have the best Trump, and that the Adversary *A* has one Trump only remaining, and that it appears to you that your Adversary *B* has a great Suit; in this Case, tho' you permit *A* to make his Trump, yet by keeping the Trump in your Hand, you prevent the Adversary *B* from making his great Suit; whereas, if you had taken out *A*'s Trump, it had made only one Trick Difference; but by this Method you probably save three or four Tricks.

VI. *The following CASE happens frequently.*

That you have two Trumps remaining when your Adversaries have only one, and it appears to you that your Partner has one great Suit; in this Case always play a Trump, tho' you have the worst, because by removing the Trump out of your Adversaries Hands, there can be no Obstruction to your Partner's great Suit.

VII. Suppose you should have three Trumps when no Body else has any, and that you should have only four Cards of any certain Suit remaining; in this Case play a Trump, which

shews your Partner that you have all the Trumps, and also gives you a fair Chance for one of your Adversaries to throw away one Card of the aforesaid Suit ; by which Means, supposing that Suit to have been once led, and one thrown away, makes five, and four remaining in your Hand makes nine, there being only four remaining between three Hands, and your Partner having an equal Chance to hold a better Card in that Suit than the last Player, it therefore follows that you have an equal Chance to make three Tricks in that Suit, which probably could not have been done but by this Method of Play.

VIII. Suppose you have five Trumps, and six small Cards of any Suit, and you are to lead ; the best Play is to lead from the Suit of which you have six, because, as you are deficient in two Suits, your Adversaries will probably trump out, which is playing your own Game for you ; whereas had you begun with playing Trumps, they would force you, and consequently destroy your Game.

C H A P. XIV.

The Manner of playing SEQUENCES further explained, with many Examples.

I. **I**N Trumps you are to play the highest of your Sequences, unless you should have Ace, King, and Queen ; in that Case play the lowest,

lowest, in order to let your Partner into the State of your Game.

II. In Suits which are not Trumps, if you have a Sequence of King, Queen, and Knave, and two small ones; whether you are strong in Trumps or not, it is the best Play to begin with the Knave, because by getting the Ace out of any Hand, you make Room for the whole Suit.

III. And in case you are strong in Trumps, supposing you should have a Sequence of Queen, Knave, Ten, and two small Cards of any Suit; in that Case, you ought to play the highest of your Sequence, because, if either of the Adversaries should trump that Suit in the second Round, by being strong in Trumps, you fetch out their Trumps, and consequently make the Remainder of that Suit.

The like Method may be taken, if you should happen to have a Sequence by Knave, Ten, Nine, and two small Cards of any Suit.

IV. If you have a Sequence of a King, Queen, Knave, and one small Card of any Suit, whether you are strong in Trumps or otherwise, play your King; and do the like by any inferior Sequences, if you have only four in Number.

V. But if you should happen to be weak in Trumps, you must always begin with the lowest of the Sequence, in case you should have five in Number; for, suppose your Partner to have the Ace of that Suit, he then makes it; and where lies the Difference whether you

or your Partner win a Trick ? For if you had the Ace and four small Cards of any Suit; and are weak in Trumps, and led from that Suit, if you play well, you ought to play the Ace ; if you are very strong in Trumps, you may play your Game as backward as you please ; but if you are weak in Trumps, you must play the reverse.

VI. Let us explain what is meant by being strong or weak in Trumps.

If you have Ace, King, and three small Trumps.

King, Queen, and three small Trumps.

Queen, Knave, and three small Trumps.

Queen, Ten, and three small Trumps.

Knave, Ten, and three small Trumps.

Queen, and four small Trumps.

Knave, and four small Trumps.

In any of the *aforesaid* Cases, you may be understood to be very strong in Trumps, and therefore you may play by the foregoing Rules, being morally assured of having the Command in Trumps.

If you have two or three small Trumps only, we understand you to be weak in them.

VII. What Strength in Trumps intitles you to force your Partner at any Point of the Game ?

Ace, and three small Trumps.

King, and three small Trumps.

Queen, and three small Trumps.

Knave, and three small Trumps.

VIII. If by Accident, either you or the Ad-

Adversaries have forced your Partner (tho' you are weak in Trumps) if he has had the Lead, and does not chuse to trump out, force him on as often as the Lead comes into your Hand, unless you have good Suits of your own to play.

IX. If you should happen to have only two or three small Trumps, and that your Right-hand Adversary leads a Suit of which you have none, trump it, which is an Information to your Partner that you are weak in Trumps.

X. Suppose you have Ace, Knave, and one small Trump; and that your Partner trumps to you, suppose from the King and three small Trumps, *Query*, Whether it is the best Play to put on the Ace or Knave? and suppose your Right-hand Adversary has three Trumps, and that your Left-hand Adversary has the like Number; in this Case, by finessing of your Knave, and playing your Ace, if the Queen is on your Right-hand, you win a Trick by it; but if the Queen is on your Left-hand, and you should play the Ace, and then return the Knave, admitting your Left-hand Adversary put on the Queen, which he ought to do, it is above 2 to 1 that one of the Adversaries has the Ten, and consequently you gain no Tricks by playing thus.

XI. If your Partner has led from the Ace of Trumps, and suppose you should have King, Knave, and one small Trump, by putting on your Knave, and returning the King, it answers exactly the like Purpose of the former Rule.

In

In other Suits you may practise the like Method.

XII. If you are strong in Trumps, and that you have King, Queen, and two or three small Cards in any other Suit, you may lead a small one, it being 5 to 4 that your Partner has an Honour in that Suit; but if you are weak in Trumps, you ought to begin with the King.

XIII. If your Right-hand Adversary leads a Suit of which you have King, Queen, and two or three small Cards of the same Suit, you being strong in Trumps, may pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if not, by your Strength of Trumps, you need not fear making that Suit.

XIV. If your Right-hand Adversary leads a Suit of which you have King, Queen, and one small Card, whether in Trumps or not, put on the Queen: Also, if you have Queen, Knave, and one small Card, put on the Knave; and if you have Knave, Ten, and one small Card, put on the Ten: by putting up the second best, as aforesaid, your Partner has an Expectation of your having a better Card or Cards in the same Suit; and, by Recourse to the Calculations annexed to this Treatise, he may be able to judge what are the Odds for and against him.

XV. If you should have Ace, King, and two small Cards in any Suit, being strong in Trumps; if your Right-hand Adversary leads that Suit,
you

you may pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand ; if so, you gain a Trick by it ; if otherwise, you need not fear to make your Ace and King, by your Strength in Trumps.

XVI. If you should have the Ace, Nine, Eight, and one small Trump, and that your Partner leads the Ten ; in that Case pass it, because unless the three Honours lie behind you, you are sure of making two Tricks ; do the like, if you should have the King, Nine, Eight, and one small Trump ; or the Queen, Nine, Eight, and one small Trump.

XVII. In order to deceive your Adversaries, if your Right-hand Adversary leads from a Suit of which you have Ace, King, and Queen, or Ace, King, and Knave, put on the Ace : because that encourages the Adversaries to play that Suit again : And though you deceive your Partner by this Method of Play, you also deceive your Adversaries, which is of greater Consequence in this Case ; because, if you had put on the lowest of the Tierce-Major, or the Knave in the other Suit, your Right-hand Adversary had made a Discovery that the Strength of that Suit was against him, and consequently would have changed Suits.

XVIII. Suppose you have Ace, Ten, and one small Card, in any Suit ; also the Ace, Nine, and one small Card of any Suit, *Query*, Which of these Suits ought you to lead from ? *Answer*,
From

From the Suit of which you have the Ace, Nine, and one small Card ; for this Reason, it being an equal Wager that your Partner has a better Card in that Suit than the last Player ; if not, let us then suppose that your Right-hand Adversary leads from the King, or Queen, of the Suit of which you have the Ace, Ten, and one small Card ; in that Case it is an equal Wager that your Partner has a better Card in that Suit than the third Hand ; if that happens to be the Case, upon the Return of the Suit, you lie Tenace, and consequently stand a fair Chance for three Tricks in that Suit.

XIX. A CASE to demonstrate the Tenace.

Let us suppose *A* and *B* to play at Two-handed Whist, and let us suppose *A* to have the Ace, Queen, Ten, Eight, Six, and Four of Clubs, which, in Case *B* always leads, are six sure Tricks. Let us suppose he has the same Hand in Spades, which, in Case *B* always leads, are six more sure Tricks. We suppose *B* has the Remainder of these two Suits.

Let us suppose *B* to have the same Hand in Hearts and Diamonds, as *A* has in Spades and Clubs, and that *A* has the Remainder of the Hearts and Diamonds, which, in Case *A* always leads, are twelve sure Tricks also to *B*.

The foregoing Case shews that both Hands are exactly equal ; and therefore let one of them name his Trumps, and lead, he wins thirteen Tricks only.

But if one names the Trumps, and the other leads,

leads, he that names the Trumps ought to win fourteen Tricks.

Those who would attain to the playing of WHIST to Perfection, must not be content only with being a Master of the Calculations contained in this Treatise, and also an exact Judge of all the general and particular Cases in the same; but be a very punctual Observer of such Cards as are thrown away, both by his Partner and Adversaries, and at what Time: Whoever attends closely to these Particulars, are the most likely to attain their End.

C H A P. XV.

Additional CASES.

I. **W**HEN it appears to you that the Adversaries have three or four Trumps remaining, and that neither you nor your Partner have any, never attempt to force one Hand to trump, and to let the other throw away a losing Card, but rather endeavour to find out a Suit in your Partner's Hand, in case you have no Suit in your own, by which Means you prevent them from making their Trumps separate.

II. Suppose *A* and *B* are Partners against *C* and *D*, and suppose nine Cards are played out; and also suppose eight Trumps are played out; and further suppose *A* to have one Trump only, and suppose his Partner *B* to have the Ace and Queen of Trumps, and suppose the Adversaries
C and

C and *D* to have the King and Knave of Trumps between them. *A* leads his small Trump, *C* plays the Knave of Trumps, *Query*, Whether *B* is to play his Ace or Queen of Trumps upon the Knave, because *D* having four Cards in his Hand remaining, and *C* only three; consequently, it is four to three in *B*'s Favour, that the King is in *D*'s Hand: If we reduce the Number of four Cards in a Hand to three, the Odds then is 3 to 2; and if we reduce the Number of three Cards in a Hand to two, the Odds then is 2 to 1 in Favour of *B*'s winning of a Trick, by putting on his Ace of Trumps. By the like Rule you may play all the other Suits.

III. Let us suppose you have the thirteenth Trump, and also the thirteenth Card of any Suit in your Hand, and one losing Card; and let us suppose you have only three Cards remaining, *Query*, Which of these Cards are you to play? *Answer*, You are to play the losing Card, because if you play the thirteenth Card first, the Adversaries knowing you to have one Trump remaining, will not pass your losing Card, and therefore you play 2 to 1 against yourself.

IV. Let us suppose that you have the Ace, King, and three small Cards in any Suit, which has never been played; and let us suppose that it appears to you that your Partner has the last Trump remaining, *Query*, How are you to play these Cards to your greatest Advantage? *Answer*, You are to lead a small Card in that Suit,

Suit, because it is an equal Wager that your Partner has a better Card in that Suit than the last Player; if so, and that there are only three Cards in that Suit in any one Hand, it follows that you win five Tricks in that Suit; whereas, if you play the Ace and King in that Suit, it is 2 to 1 that your Partner does not hold the Queen, and consequently, by playing the Ace and King, it is 2 to 1 that you win only two Tricks in that Suit. This Method may be taken in case all the Trumps are played out, provided you have good Cards in other Suits to bring in this Suit; and you may observe, that you reduce the Odds of 2 to 1 against you to an equal Chance, by this Method of Play, and probably gain three Tricks by it.

V. If you chuse to have Trumps played by the Adversaries, and that your Partner has led a Suit to you, of which you have the Ace, Knave, Ten, Nine, and Eight, or the King, Knave, Ten, Nine, and Eight, you are to play the Eight of either Suit; which probably leads the Adversary, if he wins that Card, to play Trumps.

VI. Suppose you should have a Quart-Major in any Suit, with one or two more of the same Suit, and that it is necessary to let your Partner know that you have the Command of that Suit; in that Case, throw away the Ace of that Suit, upon any Suit of which you have none in your Hand, to clear up his Doubts, because the Odds is in your Favour that neither of the
Adversaries

Adversaries have more than three in that Suit : The like Method may be taken if you have a Quart to a King ; the Ace being played out, you may throw away the King ; also, if you should have a Quart to a Queen (the Ace and King being played out) you may throw away your Queen : All which lets your Partner into the State of your Game ; and you may play by the like Rule in all inferior Sequences, having the best of them in your Hand.

VII. There is scarcely any thing more commonly practised amongst moderate Players, in Case the King is turned up on their Left-hand, and that they have the Queen and one small Trump only, to play out their Queen, in Hopes their Partner may win the King if it is put on ; not considering that it is about 2 to 1 that their Partner has not the Ace ; and admitting he has the Ace, they do not consider that they play two Honours against one, and consequently weaken their Game. The Necessity only of playing Trumps should oblige them to play thus.

VIII. *A CASE which frequently happens.*

A and *B* are Partners against *C* and *D*, and all the Trumps are played out except one, which *C* or *D* has ; *A* has three or four winning Cards in his Hand of a Suit already played, with an Ace and one small Card of another Suit ; *Query*, whether it is *A*'s best Play to throw away one of his winning Cards, or the small Card to his Ace-Suit ? *Answer*, It is his best Play to throw away one of his winning Cards,

Cards, because, if his Right-hand Adversary plays to his Ace-Suit, he has it in his Power to pass it, and consequently his Partner *B* has an equal Chance to have a better Card in that Suit than the third Hand; if so, and he has any forcing Card, or one of his Partner's Suit to play to, in order to force out the last Trump, his Ace remaining in his Hand, brings in his winning Cards; whereas, if *A* had thrown away the small Card to his Ace-Suit, and that his Right-hand Adversary had led that Suit, he had been obliged to put on his Ace, and consequently had lost some Tricks by this Method of Play.

IX. Suppose ten Cards have been played out, and suppose it appears very probable that your Left-hand Adversary has three Trumps remaining, *viz.* the best and two small ones; and suppose you have two Trumps only, and that your Partner has no Trump; and suppose your Right-hand Adversary plays a thirteenth or some other winning Card; in that Case pass it, by which Means you gain a Trick, because the Left-hand Adversary must trump it.

X. In order to let your Partner into the State of your Game, let us suppose you to have a Quart-Major in Trumps (or any other four best Trumps) if you are obliged to trump a Card, win it with the Ace of Trumps, and then play the Knave, or win it with the highest of any other four best Trumps, and then play the lowest, which clears up your Game to your Partner; and by such a Discovery, it may be
the

the Means of winning many Tricks: You may practise the like Rule in all other Suits.

XI. If your Partner calls at the Point of Eight before his Time, you are to trump to him, whether you are strong in Trumps or Suits, or not; because as he calls before he is obliged to do so, it is a Declaration of his being strong in Trumps.

XII. Suppose your Right-hand Adversary turns up the Queen of Clubs, and suppose, when he has the Lead, he plays the Knave of Clubs; and suppose you have the Ace, Ten, and one Club more, or the King, Ten, and one small Card; *Query*, When he leads his Knave, whether you are to win it or not? *Answer*, You are not to win it, because it is an equal Wager, when he leads his Knave of Clubs, you not having the King, that your Partner has it; also, it is an equal Wager, when he leads his Knave of Clubs, you not having the Ace, that your Partner has it, and consequently you gain a Trick by passing it; which cannot be done, if you either put on your King or Ace of Clubs.

XIII. *A CASE for a Slam.* Let us suppose *A* and *B* Partners against *C* and *D*; and let us suppose *C* to deal; and let us suppose *A* to have the King, Knave, Nine, and Seven of Clubs, they being Trumps; a Quart-Major in Diamonds, a Tierce-Major in Hearts, and the Ace and King of Spades.

Let

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Let us suppose *B* to have nine Diamonds, two Spades, and two Hearts.

Also, Let us suppose *D* to have the Ace, Queen, Ten, and Eight of Trumps, with nine Spades.

And let *C* have five Trumps and Eight Hearts.

A is to lead a Trump, which *D* is to win, and *D* is to play a Spade, which his Partner *C* is to trump; *C* is to lead a Trump, which his Partner *D* is to win; when *D* is to lead a Spade, which *C* is to trump; and *C* is to play a Trump, which *D* is to win; and *D* having the best Trump is to play it; which done, *D* having seven Spades in his Hand wins them, and consequently flams *A* and *B*.

C H A P. XVI.

Additional CASES at WHIST.

I. **I**F your Partner leads the King of a Suit, and that you have none of that Suit, pass it, by throwing away a losing Card (unless your Right-hand Adversary has put on the Ace) because, by so doing, you make Room for his Suit.

II. Suppose your Partner leads the Queen of a Suit, and your Right-hand Adversary wins it with the Ace, and returns that Suit; in case you have none of it, do not trump it, but throw away a losing Card, which makes Room for your Partner's Suit. An Exception to this

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Manner of Play is, if you play for an odd Trick, and that you are very weak in Trumps, you may trump it.

III. Suppose you have the Ace, King, and one small Card of a Suit, and that your Left-hand Adversary leads that Suit; and suppose you should have four small Trumps, and no Suit of Consequence to lead from; and suppose your Right-hand Adversary should put up the Nine, or any lower Card; in this Case, win it with the Ace, and return the Lead upon the Adversary, by playing the small Card of that Suit; who will have Reason to judge that the King lies behind him, and consequently will not put up his Queen if he has it; and therefore you have a fair Probability of winning a Trick by this Method of Play, at the same Time letting your Partner into the State of your Game.

IV. If your Partner forces you to trump a Card early in the Deal, you are to suppose him strong in Trumps, except at the Points of 4 or 9; and therefore, if you are strong in Trumps, you may play them.

V. Suppose you call at the Point of 8, and your Partner has no Honour; and suppose you should have the King, Queen, and Ten; the King, Knave, and Ten; or the Queen, Knave, and Ten of Trumps; when Trumps are played always put on the Ten, which demonstrates to your Partner that you have two Honours remaining, and so he plays his Game accordingly.

VI. Suppose your Right-hand Adversary calls at the Point of 8, and his Partner has no Honour ; and suppose you should have the King, Nine, and one small Trump, or the Queen, Nine, and two small Trumps ; when Trumps are played by your Partner put on the Nine, because it is about 2 to 1 that the Ten is not behind you, and so you play your Nine to an Advantage.

VII. If you should happen to lead a Suit of which you have the Ace, King, and two or three more, when you play the Ace, if your Partner plays the Ten or Knave ; and suppose you should have one single Card in your Hand in any other Suit, and two or three small Trumps only ; in this Case lead the single Card, in order to establish a Saw, and this Consequence attends such Play, viz. upon leading that Suit it gives your Partner an equal Chance of having a better Card in it than the last Player ; whereas had he led that Suit to you, which is probable had been his strong Suit, the Adversary would have made the Discovery of your attempting to establish a Saw, they would trump out, and so prevent your making your small Trumps : By this Method of Play, your Partner will easily judge the Reason for your changing of Suits, and so play his Game accordingly.

VIII. Suppose you have the Ace and Deuce of Trumps, and strong in the three other Suits ; if you are to lead, play your Ace, and next your

D

Deuce

Deuce of Trumps, in order to put the Lead into your Partner's Hand, to take out 2 Trumps for 1; and suppose the last Player wins that Trick, and that he leads a Suit of which you have the Ace, King, and 2 or 3 more, pass it, because it is an equal Wager that your Partner has a better Card in that Suit than the third Hand; if so, he will then have an Opportunity of taking out two Trumps to one; when the Lead comes into your Hand, you are to endeavour to force out one of the two Trumps remaining, upon Supposition 11 Trumps are played out, and the Odds is still in your Favour that your Partner has 1 of the 2 Trumps remaining.

IX. Suppose 10 Cards are played out, and that you have the King, Ten, and one small Card of any Suit, which has never been led; and suppose you have won 6 Tricks, and suppose your Partner leads from that Suit, and that there is neither a Trump or thirteenth Card in any Hand; in this Case, unless your Right-hand Adversary puts on so high a Card as obliges you to play your King, do not put it on, because upon the Return of that Suit, you make your King, and consequently the odd Trick, which makes 2 Difference: If there happens to be only 9 Cards played out in the like Circumstance, you are to play by the like Rule. This Method is always to be taken, unless the gaining of 2 Tricks gives you a Chance either to save your Lurch, or to win or save the Game.

X. Sup-

X. Suppose *A* and *B* Partners against *C* and *D*, and let us suppose *B* has the two last Trumps, also the Queen, Knave, and Nine of another Suit; and let us suppose *A* has neither the Ace, King, or Ten of that Suit, and *A* is to lead that Suit: *Query*, What Card is *B* to play to give him the fairest Probability of winning a Trick in that Suit? *Answer*, *B* is to play the Nine of that Suit, because it is only five to four against him that his Left-hand Adversary holds the Ten; and if he plays either the Queen or Knave, it is about three to one the Ace or King is in his Left-hand Adversary's Hands, and consequently he reduces the Odds of three to one against him, to five to four only.

XI. Let us vary the foregoing Case, and put the King, Knave, and Nine of a Suit into *B*'s Hand, upon Supposition that *A* has neither Ace, Queen, or Ten, when *A* leads that Suit, it is exactly equal whether *B* plays his King, Knave, or Nine.

XII. Suppose you have Ace, King, and three or four small Cards of a Suit not played, and that it appears to you that your Partner has the last Trump; in this Case, if you are to lead, play a small Card in that Suit, it being an equal Wager that your Partner has a better Card in that Suit than the last Player; if so, the Probability is in your Favour that you make 5 or 6 Tricks in that Suit; but if you should play out Ace and King of that Suit, it is 2 to 1 that your Partner has not the Queen, and consequently

quently it is 2 to 1 that you make only two Tricks in that Suit ; by which Method of Play you risk the losing of 3 or 4 Tricks in that Deal to gain one only.

XIII. Suppose your Partner leads a Suit of which he has the Ace, Queen, Knave, and many more, and leads his Ace, and then plays his Queen ; in case you have the King, and two small Cards in that Suit, win his Queen with the King ; and suppose you are strong in Trumps, by clearing the Board of Trumps, and having a small Card of your Partner's great Suit, you do not obstruct his Suit, and consequently win many Tricks by this Method of Play.

CH A P. XVII.

New CASES at WHIST.

CASE I. *How to play for an odd Trick.*

Suppose you are elder Hand, and that you have the Ace, King, and three small Trumps, with four small Cards of another Suit, three small Cards of the third Suit, and one small Card of the fourth Suit : *Query*, How are you to play ? *Answer*, You are to lead the single Card, which, if it is won by the last Player, it puts him upon playing Trumps, or to play to your weak Suits ; in which Case your Partner and you gain the Tenace.

The like Case for an odd Trick, and that your Partner is to lead. Let us suppose he plays the Ace of the Suit, of which you have only one,

and proceeds to play the King of the same Suit, and that your Right-hand Adversary trumps it with the Queen, Knave, or Ten; do not over-trump him, but throw away a small Card of your weakest Suit; the Consequence of which is obvious, because it leaves your Partner the last Player, and so gives him the Tenace in your weak Suits.

The like Case, upon Supposition you want four or five Points, and that you are elder Hand.

In that Case play a small Trump, and if your Partner has a better Trump than the last Player, and returns the Lead, put on your King of Trumps, and then proceed to play the Suit of which you have four in Number.

These Examples being duly attended to, on all Parts of the Game, must be of great Consequence to the Player; because, when he has no good Suit to play, his Partner being the last Player gains the Tenace in his weak Suits.

II. *A* and *B* are Partners, against *C* and *D*, 12 Trumps are played out, and 7 Cards only remain in each Hand, of which *A* has the last Trump, and also the Ace, King, and 4 small Cards of a Suit;

Quere, Whether *A* should play the Ace and King of that Suit, or a small one?

Answer, *A* ought to play a small Card of that Suit, because it is an equal Wager that his Partner has a better Card in that Suit than the

last Player; and in this Case, if 4 Cards of that Suit should happen to be in either of the Adversaries Hands, by this Method of Play, he will be able to make five Tricks in that Suit; which if he played off his Ace and King, he had made only 2 Tricks in that Suit. If neither of the Adversaries have more than 3 Cards in that Suit, he has an equal Wage to win 6 Tricks in it.

III. Suppose *A* and *B* are Partners against *C* and *D*, and that eight Trumps are played out, and that *A* has four of those Trumps remaining, *C* having the best Trump, and to lead;

Quere, Whether *C* ought to play his Trump or not?

Answer, *C* ought not to play his Trump to take out 1 of *A*'s Trumps, because, as he leaves 3 Trumps in *A*'s Hands, in Case *A*'s Partner has any great Suit to make, by *C*'s keeping the Trump in his Hands, he can prevent him from making that Suit by trumping it.

IV. *A Case of Curiosity*. Suppose 3 Hands of Cards containing 3 Cards in each Hand; let *A* name the Trumps, and let *B* chuse which Hand he pleases, *A* having his Choice of either of the other 2 Hands, wins 2 Tricks.

Clubs are to be Trumps.

First Hand, Ace, King, and 6 of Hearts.

Second Hand, Queen and 10 of Hearts, and 10 of Trumps.

Third Hand, 9 of Hearts, and 2 and 3 of Trumps.

The first Hand wins of the second.

The

The second wins of the third.

And the third wins of the first.

C H A P. XVIII.

*The LAWS at WHIST, as played at White's
and Stapleton's Chocolate-Houses, &c.*

I. IF any Person plays out of his Turn, it is in the Option of either of his Adversaries to call the Card play'd, at any Time in that Deal, provided it does not make him revoke; or if either of the adverse Parties are to lead, he may desire his Partner to name the Suit he chuses to have him lead, and when a Suit is then named, his Partner must play it if he has it.

II. No Revoke to be claimed till the Trick is turned and quitted, or the Party who revoked, or his Partner, have played again.

III. If a Revoke happens to be made, the adverse Party may add 3 to his Score, or take 3 Tricks from the Adversaries, or take down 3 from their Score; and the revoking Party, provided they are up, notwithstanding the Penalty, must remain at nine; the Revoke takes Place of any other Score of the Game.

IV. If any Person calls at any Point of the Game, except 8, either of the adverse Parties may call a new Deal; and they are at Liberty to consult each other, whether they will have a new Deal.

V. After the Trump Card is turned up, no-

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body ought to remind his Partner to call, on Penalty of losing a Point.

VI. If the Trump Card is turned up, no Honours in the preceding Deal can be set up, unless they were before claimed.

VII. If any Person separates a Card from the rest, the adverse Party may call it, provided he names it, and proves the Separation; but in Case he calls a wrong Card, the adverse Parties may call the highest or lowest of any Suit, out of his or his Partner's Hands, the first Time either of them are to play.

VIII. If any Person revokes, and before the Cards are turned discovers it, the adverse Party may call the highest or lowest Card of the Suit led, or have their Option to call the Card then played, at any Time, when it does not cause a Revoke.

IX. If a Card is turned up in dealing, it is in the Option of the adverse Party to call a new Deal; but if either of them have been the Cause of turning up such Card, in that Case the Dealer has his Option.

X. If the Ace, or any other Card of a Suit is led, and it should so happen that the last Player plays out of his Turn, whether his Partner has any of the Suit led or not, provided you do not make him revoke, he is neither entitled to trump it, nor to win the Trick.

XI. If a Card is faced in the Deal, they must deal again, unless it is the last Card.

XII. Every Person ought to see that he has
13 Cards

13 Cards dealt; therefore, if any one should happen to have only 12, and does not find it out till several Tricks are played, and that the rest of the Players have their right Number, the Deal stands good; and also the Person who plays with 12 Cards, is to be punished for each Revoke, in Case he has made any; but if any of the rest of the Players should happen to have 14 Cards, in that Case the Deal is lost.

XIII. If any Person throws his Cards upon the Table, with their Faces upwards, upon Supposition that he has lost the Game, the Adversaries have it in their Power to call any of the Cards once, or oftener, when they think proper, provided they do not make the Party revoke, and he is not to take up his Cards again.

XIV. *A* and *B* are Partners against *C* and *D*; *A* leads a Club, his Partner *B* plays before the Adversary *C*; in this Case, *D* has a Right to play before his Partner *C*, because *B* played out of his Turn.

XV. If any Person is sure of winning every Trick in his Hand, he may shew his Cards upon the Table: But should it so happen that he has any losing Card in his Hand, he is then liable to have all his Cards called.

XVI. If any Person calls at the Point of 8, and his Partner answers, and both the opposite Parties have thrown down their Cards, and it appears that the other Side had not two by Honours; in this Case they may consult with

one another about it, and are at Liberty to stand the Deal or not.

XVII. And if any Person answers when he has not an Honour, the adverse Party may consult one another about it, and are at Liberty to stand the Deal or not.

XVIII. The Dealer ought to leave in View upon the Table his Trump Card, till it is his Turn to play; and after he has mixed it with his other Cards, no-body is entitled to demand what Card is turned up, but may ask what is Trumps: This Consequence attends such a Law, that the Dealer cannot name a wrong Card, which otherwise he might have done.

XIX. No Revoke can be claimed after the Cards are cut for a new Deal.

XX. If any Person claims a Revoke, the adverse Party are not to mix their Cards, upon Forfeiture of the Revoke.

XXI. *A* and *B* are Partners against *C* and *D*; *A* plays the Ten of a Suit, the Adversary *C* plays the Knave of the same Suit, *B* plays a small Card of the same Suit; but before *D* plays, his Partner *C* leads a thirteenth, or some other Card; the Penalty shall be in the Option of *A*, or *B*, to oblige *D* to win the Trick if he can.

XXII. If any body calls at 8; after he has played, it shall be in the Option of the Adversaries to call a new Deal.

XXIII. *A* and *B* are Partners against *C* and *D*; *A* leads a Club, *C* plays the Ace of Clubs, *B* plays

B plays a Club, and *D*, Partner to *C*, takes up the Trick without playing any Card; *A*, and the rest of the Players, play on, till it appears *D* has one Card more than the rest; Penalty to be, in the Option of the Adversaries to call a new Deal.

XXIV. *A* deals, and instead of turning up the Trump, he puts the Trump Card upon the rest of his Cards, with the Face downwards; he is to lose his Deal.

These Laws are agreed to by the best Judges.

C H A P. XIX.

A DICTIONARY for WHIST, which resolves almost all the critical Cases that may happen at that GAME; by Way of Question and Answer.

1. **H**OW to play Trumps to the greatest Advantage? Peruse the Treatise of Whist, Chap. I. Case 11, and all the remaining Cases in that Chapter; also Chap. II.

2. How to play Sequences when Trumps?

Answer. You are to begin with the highest of them.

3. How to play Sequences when they are not Trumps?

Ans. If you have 5 in Number, you are to begin with the lowest; if 3 or 4 in Number, always play the highest.

4. Why do you prefer playing of Sequences rather than other Suits?

D 6

Ans.

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Ans. Because they are the safest Lead, and gain the Tenace in other Suits.

5. When ought you to make Tricks early?

Ans. When you are weak in Trumps.

6. When ought you not to make Tricks early?

Ans. When you are strong in Trumps.

7. When do you play from an Ace-Suit?

Ans. You do so when you have 3 in Number only in any Suit (Trumps excepted.)

8. When don't you play from an Ace Suit?

Ans. You ought not to lead from an Ace-Suit, having 4 or more in Number in any other Suit; because the Ace is an Assistant to your great Suit, and when Trumps are played out enables you to make that Suit.

9. When any Card of Consequence is turned up on your Right or Left-hand, how are you to play in that Case? See Chap. X. Case 1. Chap. XII. Case 1.

10. Why are you always to play your Hand by your own and Adversaries Scores?

Ans. Chap. I. Case 6. See References in this Case.

11. How to know when your Partner has no more of the Suit played? See Chap. IV. Cases 1, 2, 3.

12. Reasons for putting on at Second-hand the King, Queen, Knave, Ten, and when not? Chap. X. Cases 1, 2, 3.

13. Why are you to play the Queen, Knave, or Ten of any Suit, when that Suit is played a second

second Time, having three in Number only?
Chap. XIII. Case 4.

14. When ought you to over-trump your Adversary, and when not?

Ans. When you are weak in Trumps you ought to over-trump him; but if strong in Trumps, you ought to throw away a losing Card.

15. Reasons for not parting with the Command of your Adversary's strong Suit. Chap. XIII. Case 1.

16. If your Adversary on your Right-hand leads a Suit of which you have the Ace, King, and Queen, why are you to put on the Ace, preferable to the Queen?

Ans. Because it deceives the Adversary, which, in this Case, is of more Consequence to you than to deceive your Partner.

17. To declare your strong Suit, when proper to be done, and when not?

Ans. When you have only one strong Suit, and you trump out to make that Suit, in that Case you ought to declare it; but if you are strong in all Suits, there is no Necessity of declaring your strongest Suit.

18. The Ace turned up on your Right-hand, and that you have the Ten and Nine only of Trumps, why do you play the Ten? Chap. XI. Case 1.

19. Why do you play from a King-Suit preferable to a Queen-Suit, having the like Number of each?

Ans.

Ans. Because it is 2 to 1 that the Ace does not lie in your Left-hand Adversary's Hands, and it is 5 to 4, if you lead from a Queen-Suit, that the Ace or King lies in his Hands, and that you lose your Queen, and so play to a Disadvantage.

20. Why do you play from a Queen-Suit preferable to a Knave-Suit?

Answer'd Case 19.

21. When you have the four best Cards of any Suit, why do you throw away the best?

Ans. To let your Partner into the State of your Game.

22. Your Partner's strong Suit, how are you to make the most of it?

Chap. VI. has six Examples to demonstrate it.

23. The Queen turned up on your Right-hand, you have the Ace, Ten, and one Trump, or the King, Ten, and one Trump; if the Right-hand Adversary plays the Knave, *Query*, how are you to play?

Ans. You are to pass it, by which you have an equal Wager of gaining a Trick, and cannot lose by so doing.

24. Four Cards are played out, and Trumps are gone round twice, your Partner not appearing to have any higher Trump than the 8, yet he has three Trumps; when he plays his third Trump, the next Hand puts on the Knave, there being the King only in the Adversary's

versary's Hands, you having the Ace and Queen of Trumps;

Query. Whether are you to play the Ace or Queen?

Ans. You are to play the Ace, because it is 9 to 8 that the last Player has the King; and if you reduce the Cards to 2 in Number, it then is 2 to 1 in your Favour, by playing the Ace, that the King falls: The like Method may be taken in other Suits, upon the like Occasions.

E X A M P L E.

Let us suppose that you have only 2 Cards remaining in your Hands of any Suit, *viz.* the Queen and Ten; and let us suppose the Knave and Nine of the same Suit are in your Adversary's Hands, when your Partner leads that Suit, your Right-hand Adversary plays the Nine, and has one Card only remaining;

Query. Whether you ought to play your Queen or Ten?

Ans. You ought to play your Queen, because it is 2 to 1 that your Left-hand Adversary has the Knave. And in all Cases of the like Nature you ought to play by this Rule.

I would know what is the Odds that the Dealer at Whist holds four Trumps or more;

Ans. That he holds four Trumps or more is 232 to 165, or about a Guinea to 14*s.* 11*d.* and almost a Farthing.

C H A P. XX.

*An Explanation, for the Use of Beginners, of
some of the TERMS or TECHNICAL WORDS
made Use of in this Treatise.*

FINESSING.

MEANS the endeavouring to gain an Advantage by Art and Skill, which consists in this; when a Card is led, and you have the best and third best Card of that Suit, you judge it best to put your third best Card upon that Lead, and run the Risk of your Adversary's having the second best of it; that if he has it not, which is 2 to 1 against him, you are then sure of gaining a Trick.

FORCING,

Means the obliging your Partner or your Adversary to trump a Suit of which he has none. The Cases mentioned in this Treatise will shew when it is proper to force either of them.

LONG TRUMP,

Means the having one or more Trumps in your Hand, when all the rest are out.

LOOSE CARD,

Means a Card in a Hand that is of no Value, and consequently the properest to throw away.

POINTS,

Ten of them make a Game; as many as are gained by Tricks or Honours, so many Points are set up to the Score of the Game.

QUART,

QUART,

In general is a Sequence of any four Cards immediately following one another in the same Suit. *Quart-Major* is therefore a Sequence of Ace, King, Queen, and Knave, in any Suit.

QUINT,

In general is a Sequence of any five Cards immediately following one another in the same Suit. *Quint-Major* is therefore a Sequence of Ace, King, Queen, Knave, and Ten, in any Suit.

REVERSE.

Playing at any Time the *Reverse*, means only the playing your Hand in a different Manner; that is to say, if your are strong in Trumps you play one Way, but if weak in Trumps you play the *Reverse*, viz. another.

SEE - SAW,

Is when each Partner trumps a Suit, and they play those Suits to one another to trump.

SCORE.

Score of the Game is the Number of Points set up, ten of which make a Game.

TENACE.

Having the *Tenace* in any Suit supposes the having the first and third best Cards, and being the last Player, and consequently you catch the Adversary when that Suit is played: As for Instance, in case you have Ace and Queen of any Suit, and that your Adversary leads that Suit, you must win those two Tricks; and so of any other Tenace in inferior Cards.

TERCE,

TERCE,

In general is a Sequence of any three Cards immediately following one another in the same Suit. *Terce-Major* is therefore a Sequence of Ace, King, and Queen, in any Suit.

C H A P. XXI.

An ARTIFICIAL MEMORY, or an easy Method of assisting the MEMORY of those that play at the Game of WHIST.

Together with

Some Additional CASES.

I. **P**LACE of every Suit in your Hand, the worst of it to the Left-hand, and the best (in Order) to the Right; and the Trumps in the like Order, always to the left of all the other Suits.

II. If in the Course of Play you find you have the best Card remaining in any Suit, put the same to the Left of your Trumps.

III. And if you find you have the second best Card of any Suit to remember, place it on the Right of your Trumps.

IV. And if you have the third best Card of any Suit to remember, place a small Card of that Suit between the Trumps and that third best, to the Right of the Trumps.

V. To remember your Partner's first Lead, place a small Card of that Suit led in the Midst of your Trumps, and if you have but one Trump, on the Left of it.

VI. When

VI. When you deal, put the Trump turned up to the Right of all your Trumps, and part with it as late as you can, that your Partner may know you have that Trump left, and so play accordingly.

VII. *To find where or in what Suit your Adversaries revoke.*

Suppose the two Suits on your Right-hand to represent your Adversaries in the Order they sit, as to your Right and Left-hand.

When you suspect either of them to have made a Revoke in any Suit, clap a small Card of that Suit amongst the Cards representing that Adversary; by which Means you record not only that there may have been a Revoke, but also which of them made it, and in what Suit.

If the Suit that represents the Adversary that made the Revoke, happens to be the Suit he revoked in, change that Suit for another, and, as above, put a small Card of the Suit revoked in, in the Middle of that exchanged Suit, and if you have not a Card of that Suit, reverse a Card of any Suit you have (except Diamonds) and place it there.

VIII. As you have a Way to remember your Partner's first Lead, you may also record in what Suit either of your Adversaries made their first Lead, by putting the Suit in which they made that Lead, in the Place which in your Hand represents that Adversary, at either your Right or Left-hand; and if other Suits were
already

already placed to represent them, then exchange them for the Suits in which each of them makes his first Lead.

The foregoing Method is to be taken when you find it more necessary to record your Adversary's first Lead, than to endeavour to find out a Revoke.

C H A P. XXII.

CALCULATIONS at WHIST.

These direct with moral Certainty, how to play well any Hand or Game, by shewing the Chances of your Partner's having 1, 2, or 3 certain Cards.

☞ Read with Attention those marked *N. B.*

For EXAMPLE.

I Would know what is the Chance of his having one certain Card ?

Answer.

| | |
|---------|------|
| against | for |
| him. | him. |

That he has it not is, *N. B.*

2 to 1

II. I would know what is the Chance of his having two certain Cards ?

Answer.

| | |
|---------|------|
| against | for |
| him. | him. |

That he has one of them only, is

31 to 26

That he has not both of them,

17 2

But that he has one or both is about

5 to 4, or *N. B.*

} 25 32

III. I would also know what are the Chances of his having 3 certain Cards ?

Answer.

Answer.

| | | |
|--|--------------------------|--------|
| That he holds one of them only, is | for against him. him. | |
| 325 for him, to 378 against him, or about | } | 6 to 7 |
| That he has not 2 of them only, is | | |
| 156 for him, to 547 against him, or about | } | 2 7 |
| That he has not all 3 of them, is | | |
| 22 for him, to 681 against him, or about | } | 1 31 |
| But that he has 1 or 2 of them, is | | |
| 481 for him to 222 against him, or about | } | 13 6 |
| And that he has 1, 2, or all 3 of them, is about <i>N. B.</i> | | 5 2 |

*An Explanation and Application of the Calculations
necessary to be understood by those who read this
Treatise.*

First CALCULATION.

IT is 2 to 1 that my Partner has not one cer-
tain Card.

To apply this Calculation, let us suppose the
right-hand Adversary leads a Suit, of which you
have the King, and one small Card only; you
may observe that it is 2 to 1 by putting on your
King, that the left-hand Adversary cannot win it.

Again, Let us suppose that you have the King,
and three small Cards of any Suit, likewise the
Queen, and three small Cards of any Suit, I
would know which is the best Suit to lead from.

Answer.

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Answer, From the King, because it is 2 to 1 that the Ace does not lie behind you; but it is 5 to 4 that the Ace or King of any Suit lies behind you, and consequently, by leading from your Queen-Suit, you play to a Disadvantage.

2d CALCULATION. It is 5 to 4, at least, that your Partner has 1 Card out of any two certain Cards; the like Odds is in Favour of your right-hand and left-hand Adversaries: Therefore, suppose you have 2 Honours in any Suit, and knowing it is 5 to 4 that your Partner holds one of the other 2 Honours, you do by this Knowledge play your Game to a greater Degree of Certainty.

Again, Let us suppose that you have the Queen and 1 small Card in any Suit only, and that your right-hand Adversary leads that Suit, if you put on your Queen, it is 5 to 4 that your left-hand Adversary can win it, and therefore you play 5 to 4 to your Disadvantage.

3d CALCULATION. It is 5 to 2 that your Partner has 1 Card out of any 3 certain Cards.

Therefore, suppose you have the Knave and 1 small Card dealt you, and that your right-hand Adversary leads from that Suit, if you put on the Knave, it is 5 to 2 that your left-hand Adversary has either Ace, King, or Queen of the Suit led, and therefore you play 5 to 2 against yourself; besides, there is a further Consideration, by making a Discovery to your right-hand Adversary, he finesse upon your Partner throughout that whole Suit.

And, in order to explain the Necessity there is of putting the lowest of Sequences in all the Suits led, let us suppose that your Adversary led a Suit of which you have the King, Queen, and Knave, or Queen, Knave, and Ten; by putting on your Knave of the Suit of which you have the King, Queen, and Knave, it gives your Partner an Opportunity of calculating the Odds for and against him in that Suit, and also in all inferior Suits of which you have Sequences.

A farther Use to be made of the foregoing Calculation: Let us suppose, that you have the Ace, King, and 2 small Trumps, with a Quint-Major, or 5 other winning Cards in your Hand in any Suit, and that you have played Trumps two Rounds, and that each Person followed Trumps; in this Case there are 8 Trumps out, and 2 Trumps remaining in your Hand, which make 10; and 3 Trumps which are divided between the remaining 3 Players, of which 3 Trumps the Odds is 5 to 2 in your Favour that your Partner has 1; and therefore out of 7 Cards in your Hand, you are entitled to win 5 Tricks.

Some COMPUTATIONS for laying of your Money at the Game of WHIST.

| With the Deal. | | | |
|----------------|-------|-------|-------------|
| The Deal | _____ | _____ | is 21 to 20 |
| 1 Love | _____ | _____ | 11 10 |
| 2 | _____ | _____ | 5 4 |
| | | | 3 Love |

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| | | | |
|--------|--|-------|-----------|
| 3 Love | _____ | _____ | is 3 to 2 |
| 4 | _____ | _____ | 7 4 |
| 5 | is 2 to 1 of the Game, and 1 of } the Lurch _____ | | 2 1 |
| 6 | _____ | _____ | 5 2 |
| 7 | _____ | _____ | 7 2 |
| 8 | _____ | _____ | 5 1 |
| 9 | is about _____ | _____ | 9 2 |

With the Deal.

| | | | |
|--------|----------------|-------|-----------|
| 2 to 1 | _____ | _____ | is 9 to 8 |
| 3 1 | _____ | _____ | 9 7 |
| 4 1 | _____ | _____ | 9 6 |
| 5 1 | _____ | _____ | 9 5 |
| 6 1 | _____ | _____ | 9 4 |
| 7 1 | _____ | _____ | 3 1 |
| 8 1 | _____ | _____ | 9 2 |
| 9 1 | is about _____ | _____ | 4 1 |

With the Deal.

| | | | |
|--------|-------|-------|-----------|
| 3 to 2 | _____ | _____ | is 8 to 7 |
| 4 2 | _____ | _____ | 4 3 |
| 5 2 | _____ | _____ | 8 5 |
| 6 2 | _____ | _____ | 2 1 |
| 7 2 | _____ | _____ | 8 3 |
| 8 2 | _____ | _____ | 4 1 |
| 9 2 | _____ | _____ | 7 2 |

With the Deal.

| | | | |
|--------|-------|-------|-----------|
| 4 to 3 | _____ | _____ | is 7 to 6 |
| 5 3 | _____ | _____ | 7 5 |
| 6 3 | _____ | _____ | 7 4 |
| | | | 7 to |

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| | | |
|--------------|---|-------------|
| 7 to 3 | — | — is 7 to 3 |
| 8 3 | — | — 7 2 |
| 9 3 is about | — | — 3 1 |

With the Deal.

| | | |
|--------------|---|-------------|
| 5 to 4 | — | — is 6 to 5 |
| 6 4 | — | — 6 4 |
| 7 4 | — | — 2 1 |
| 8 4 | — | — 3 1 |
| 9 4 is about | — | — 5 2 |

With the Deal.

| | | |
|--------------|---|-------------|
| 6 to 5 | — | — is 5 to 4 |
| 7 5 | — | — 5 3 |
| 8 5 | — | — 5 2 |
| 9 5 is about | — | — 2 1 |

With the Deal.

| | | |
|--------------|---|-------------|
| 7 to 6 | — | — is 4 to 3 |
| 8 6 | — | — 2 1 |
| 9 6 is about | — | — 7 4 |

With the Deal.

| | | |
|-----------------|---|-----------|
| 8 to 7 is above | — | — 3 to 2 |
| 9 7 is about | — | — 12 to 8 |

8 to 9, upon the best Computation made at present, is about 3 and a half in the Hundred, in favour of 8 with the Deal; against the Deal, the Odds is still, though small, in favour of 8.

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CALCULATIONS at WHIST, for the Whole Rubber.

SUPPOSE A and B are at Play, and that A is 1 Game, and 8 Love of the second Game, with the Deal.

Quere. What is the Odds throughout the Whole Rubber?

1 Game Love and 9 Love of the second Game (upon Supposition of 9 Love with the Deal) being nearly 6 to 1 ;

First Game and 9 Love of the second Game is nearly } 13 to 1

First Game and 8 Love of the second Game is a little more than the former } 13 to 1, &c.

First Game and 7 Love of the second is nearly } 10 to 1

Ditto and 6 Love of the second is nearly } 8 to 1

Ditto and 5 Love of the second is nearly } 6 to 1

Ditto and 4 Love of the second is nearly } 5 to 1

Ditto and 3 Love of the second is nearly } $4\frac{1}{2}$ to 1

Ditto and 2 Love of the second is nearly } 4 to 1

The following MAXIMS for WHIST, by Mr. WILLIAM PAYNE, are now added, by Permission of the Proprietor.

L E A D E R.

1. **B**EGIN with the Suit of which you have most in Number. *For when the Trumps are out, you will probably make several Tricks in it.*

2. If you hold equal Numbers in different Suits, begin with the strongest. *Because it is the least liable to injure your Partner.*

3. Sequences are always eligible Leads. *Because they support your Partner's Hand, without injuring your own.*

4. Lead from a King or Queen, rather than from an Ace. *For since the Adversaries will lead from those Suits which you do not, your Ace will do them most Harm.*

5. Lead from a King rather than from a Queen, and from a Queen rather than a Knave. *For the stronger the Suit, the less is your Partner endangered.*

6. Lead not from Ace Queen, or Ace Knave, 'till it becomes necessary. *For if that Suit is led by the Adversaries, you have a good Chance of making two Tricks in it.*

7. In all Sequences to a Queen, Knave, or Ten, begin with the highest. *Because it will frequently distress your Left-hand Adversary.*

8. Having Ace, King, and Knave, lead the

E 2

King.

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King. For if strong in Trumps, you may wait the Return of that Suit, and finesse the Knave.

9. Having Ace, King, and one small Card, lead the small one. *For by this Lead your Partner has a Chance to make the Knave.*

10. Having Ace, King, and two or three small Cards, play Ace and King if weak in Trumps, but a small Card if strong in them. *For when strong in Trumps, you may give your Partner the Chance of making the first Trick.*

11. Having King, Queen, and one small Card, play the small one. *For your Partner has an equal Chance to win the Trick; and you need not fear to make King or Queen.*

12. Having King, Queen, and two or three small Cards, lead a small Card if strong in Trumps, and the King if weak in them. *For Strength in Trumps intitles you to play a backward Game, and to give your Partner the Chance of winning the first Trick; but if weak in Trumps it is necessary to secure a Trick in that Suit, by leading the King or Queen.*

13. Having an Ace with four small Cards, and no other good Suit; play a small Card if strong in Trumps, and the Ace if weak. *For Strength in Trumps may enable you to make one or two of the small Cards, altho' your Partner should not be able to support the Lead.*

14. Having King, Knave, and Ten, lead the Ten. *For if your Partner holds the Ace, you have a good Chance of making three Tricks, whether he passes the Ten or not.*

15. Having

15 Having King, Queen, and Ten, lead the King. For if it falls, upon the Return of that Suit from your Partner, by putting on the Ten you have a Chance of making two Tricks.

16. Having Queen, Knave, and Nine, lead the Queen. For upon the Return of that Suit from your Partner, by putting on the Nine you will probably make the Knave.

SECOND HAND.

1. Having Ace, King, and small ones, play a small Card if strong in Trumps, but the King if weak in them. For otherwise your Ace or King might be trumped in the latter Case; and no Hazards should be run with few Trumps but in critical Cases.

2. Having Ace, Queen, and small Cards, play a small one. For upon the Return of that Suit you will probably make two Tricks.

3. Having Ace, Knave, and small Cards, play a small one. For upon the Return of that Suit you will probably make two Tricks.

4. Having Ace, Ten or Nine, with small Cards, play a small one. For by this Method, you have a Chance of making two Tricks in the Suit.

5. Having King, Queen, Ten, and small Cards, play the Queen. For by playing the Ten upon the Return of the Suit, you will probably make two Tricks in it.

6. Having King, Queen, and small Cards, play a small Card if strong in Trumps, but the

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Queen if weak in them. *For Strength in Trumps warrants playing a backward Game, and 'tis always advantageous to keep back your Adversaries Suit.*

7. If you hold a Sequence to your highest Card in the Suit, play the lowest of it. *For by this Means your Partner is informed of your Strength in that Suit.*

8. Having Queen, Knave, and small ones, play the Knave. *Because you will in great Probability secure a Trick in that Suit.*

9. Having Queen, Ten, and small ones, play a small one. *For your Partner has an equal Chance to win the Trick.*

10. Having either Ace, King, Queen, or Knave, with small Cards, play a small one. *For your Partner has an equal Chance to win the Trick.*

11. Having either Ace, King, Queen, or Knave, with one small Card only, play the small one. *For otherwise the Adversary will finesse upon you in that Suit.*

12. If a Queen is led, and you hold the King, put it on. *For if your Partner holds the Ace you do no Harm, and if the King is taken, the Adversaries have played two Honours to one.*

13. If a Knave is led, and you hold the Queen, put it on. *For at the worst you bring down two Honours for one.*

14. If a King is led, and you hold Ace, Knave, and small ones, play the Ace. *For it cannot do the Adversaries a greater Injury.*

THIRD

THIRD HAND.

1. Having Ace and King, play the Ace, and return the King. *Because you are not to keep the Command of your Partner's strong Suit.*

2. Having Ace and Queen, play the Ace, and return the Queen. *For although it may prove better in some Cases to put on the Queen, yet in general your Partner is best supported by the Method above.*

3. Having Ace and Knave, play the Ace, and return the Knave. *The Knave is returned in order to strengthen your Partner's Hand.*

4. Having King and Knave, play the King; and if it wins return the Knave. *Because it will strengthen your Partner's Hand.*

5. Always put on the best when your Partner leads a small Card. *Because it best supports your Partner's Hand.*

6. If you hold the Ace and one small Card only, and your Partner leads the King; put on the Ace and return the small one. *For otherwise your Ace will be an Obstruction to his Suit.*

7. If you hold the King and one small Card only, and your Partner leads the Ace; if the Trumps are out it is good Play to put on the King. *For by putting on the King, there is no Obstruction to the Suit.*

FOURTH HAND.

1. If a King is led, and you hold Ace, Knave, and a small Card, play the small one.

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For supposing the Queen to follow, you will probably make both Ace and Knave.

2. When the third Hand is weak in his Partner's Lead, you may often return that Suit to great Advantage. *But this Rule must not be applied to Trumps, unless you are very strong indeed.*

CASES in which you should return your Partner's Lead immediately.

1. When you win with the Ace, and can return an Honour. *For then it will greatly strengthen his Hand.*

2. When he leads a Trump. *In which Case return the best remaining in your Hand (unless you hold four originally.) An Exception to this arises if the Lead is through an Honour.*

3. When your Partner has trumped out. *For then it is evident he wants to make his great Suit.*

4. When you have no good Card in any other Suit. *For then you are entirely dependent on your Partner.*

CASES in which you should not return your Partner's Lead immediately.

1. If you win with the King, Queen, or Knave, and have only small Cards remaining. *For the Return of a small Card will more distress, than strengthen your Partner.*

2. If you hold a good Sequence. *For then*
you

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you may shew a strong Suit, and not injure his Hand.

3. *If you have a strong Suit. Because leading from a strong Suit is a Direction to your Partner, and cannot injure him.*

4. *If you have a good Hand. For in this Case you have a Right to consult your own Hand, and not your Partner's.*

5. *If you hold five Trumps. For then you are warranted to play Trumps if you think it right.*

Of LEADING TRUMPS.

1. *Lead Trumps from a strong Hand, but never from a weak one. By which Means you will secure your good Cards from being trumpt.*

2. *Trump not out with a bad Hand, although you hold five small Trumps. For since your Cards are bad, it is only trumping for the Adversaries good ones.*

3. *Having Ace, King, Knave, and three small Trumps, play Ace and King. For the Probability of the Queen's falling is in your Favour.*

4. *Having Ace, King, Knave, and one or two small Trumps, play the King; and wait the Return from your Partner to put on the Knave. This Method is in order to win the Queen, but if you have particular Reasons to wish the Trumps out, play two Rounds of Trumps, and then your strong Suit.*

5. *Having Ace, King, and two or three small Trumps, lead a small one. This Method is with*
E 5 *a View*

a View to let your Partner win the first Trick; but if you have good Reasons for getting out the Trumps play three Rounds, or play Ace and King, and then proceed with your strong Suit.

6. If your Adversaries are eight, and you hold no Honour, throw off your best Trump. *For if your Partner has not two Honours you have lost the Game, and if he holds two Honours it is most advantageous for you to lead a Trump.*

7. Having Ace, Queen, Knave, and small Trumps, play the Knave. *For by this Means, only the King can make against you.*

8. Having Ace, Queen, Ten, and one or two small Trumps, lead a small one. *For it will give your Partner a Chance to win the Trick, and keep the Command in your own Hand.*

9. Having King, Queen, Ten, and small Trumps, lead the King. *For if the King is lost, upon the Return of Trumps you may finesse the Ten.*

10. Having King, Knave, Ten, and small ones, lead the Knave. *Because it will prevent the Adversaries from making a small Trump.*

11. Having Queen, Knave, Nine, and small Trumps, lead the Queen. *For if your Partner holds the Ace, you have a good Chance of making the whole Suit.*

12. Having Queen, Knave, and two or three small Trumps, lead the Queen. *For if your Partner holds the Ace, you have a good Chance for making the whole Suit.*

13. Having Knave, Ten, Eight, and small Trumps, lead the Knave. *For on the Return of*

of Trumps, you may probably finesse the Eight to Advantage.

14. Having Knave, Ten, and three small Trumps, lead the Knave. *Because it will most distress your Adversaries, unless two Honours are held on your Right-hand; the Odds against which is about three to one.*

15. Having only small Trumps, begin with the highest. *By this Play you will support your Partner all you can.*

16. Having a Sequence, begin with the highest. *By this Means your Partner is best instructed how to play his Hand, and cannot possibly be injured.*

17. If an Honour is turned up on your Left, and the Game much against you; lead a Trump the first Opportunity. *For your Game being desperately bad, this Method is the most likely to retrieve it.*

18. In all other Cases it is dangerous leading through an Honour, unless you are strong in Trumps, or have a good Hand. *Because all the Advantages of trumping through an Honour, lies in the finessing of your Partner.*

19. Supposing hereafter it is proper to lead Trumps. If an Honour is turned up on your Left, and you hold only one Honour with a small Trump; throw off the Honour, and next the small one. *Because it will greatly strengthen your Partner's Hand, and cannot hurt your own.*

20. If an Honour is turned up on the Left, and you hold a Sequence, lead the highest of

it. *Because it will prevent the last Hand from injuring your Partner.*

21. If a Queen is turned up on the Left, and you hold Ace, King, and a small one; lead the small Trump. *Because you will have a Chance for getting the Queen.*

22. If a Queen is turned up on your Left, and you hold the Knave with small ones, lead the Knave. *For the Knave can be of no Service since the Queen is on your Left.*

23. If an Honour is turned up by your Partner, and you are strong in Trumps, lead a small one; but if weak in them lead the best you have. *By this Play the weakest Hand will support the strongest.*

24. If an Ace is turned up on the Right, and you hold King, Queen and Knave, lead the Knave. *For it is a secure Lead.*

25. If an Ace is turned up on the Right, and you hold King, Queen, and Ten, lead the King; and upon the Return of Trumps play the Ten. *For by this Means you shew a great Strength to your Partner, and will probably make two Tricks in them.*

26. If a King is turned up on the Right, and you hold Queen, Knave, and Nine, lead the Knave; and upon the Return of Trumps play the Nine. *Because it may prevent the Ten from making.*

27. If a King is turned up on your Right, and you hold Knave, Ten, and Nine, lead the Nine; and upon the Return of Trumps play
the

the Ten. *Because this Method will best disclose your Strength in Trumps.*

28. If a Queen is turned up on the Right, and you hold Ace, King, and Knave, lead the King; and upon the Return of Trumps play the Knave. *Because you are certain to make the Knave.*

29. If a Queen is turned up on the Right, and you hold Ace, King and small ones, lead the King; and upon the Return of Trumps you may finesse unless the Queen falls. *For otherwise the Queen will make a Trick.*

30. If a Knave is turned up on the Right, and you hold King, Queen, and Ten, lead the Queen; and upon the Return of Trumps play the Ten. *For by this Means you will make the Ten.*

31. If a Knave is turned up on the Right, and you hold King, Queen, and small ones, lead the King; and if that comes home play a small one. *For 'tis probable your Partner holds the Ace.*

32. If a Knave is turned up on the Right, and you hold King, Ten, or Queen, Ten with two small Cards, lead a small one; and upon the Return of Trumps play the Ten. *For 'tis five to four that your Partner holds one Honour.*

WHEN YOU TURN UP AN HONOUR.

1. If you turn up an Ace, and hold only one small Trump with it, if either Adversary leads the King, put on the Ace. *For it can do the Adversaries no greater Injury.*

2. If

2. If you turn up an Ace and hold two or three small Trumps with it, and either Adversary leads the King, put on a small one. *For if you play the Ace, you give up the Command in Trumps.*

3. If you turn up a King, and hold only one small Trump with it, and your Right-hand Adversary leads a Trump, play the King. *This Case is really somewhat doubtful, and very good Players think differently.*

4. If you turn up a King, and hold two or three small Trumps with it, if your Right-hand Adversary leads a Trump, play a small one. *It being the best Way of securing your King.*

5. If you turn up a Queen or Knave, and hold only small Trumps with it, if your Right-hand Adversary leads a Trump, put on a small one. *It being the securest Play.*

6. If you hold a Sequence to the Honour turn'd up, play it last. *By this Means your Partner will be the best acquainted with your Strength in Trumps.*

OF PLAYING FOR THE ODD TRICK.

1. Be cautious of trumping out, notwithstanding you have a good Hand. *For since you want the odd Trick only, it would be absurd to play a great Game.*

2. Never trump out if your Partner appears likely to trump a Suit. *For it is evidently best to let your Partner make his Trumps.*

3. If you are moderately strong in Trumps,
it

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it is right to force your Partner. *For by this Means you probably gain a Trick.*

4. Make your Tricks early, and be cautious of finessing. *That you may not be greatly injured, tho' you fail of making the odd Trick.*

5. If you hold a single Card of any Suit, and only two or three small Trumps, lead the single Card. *For it will give you a Chance of making a small Trump.*

GENERAL RULES.

1. Be very cautious how you change Suits, and let no Artifice of the Adversary induce you to it.

2. Keep a commanding Card to bring in your strong Suit when the Trumps are out, if your Hand will admit of such Pretensions.

3. Never keep back your Partner's Suit in Trumps, but return them the first Opportunity.

4. If you hold a strong Suit, and but few Trumps, rather force your Adversaries than lead Trumps; unless you are strong in the other Suits likewise.

5. Be sure to make the odd Trick when it is in your Power.

6. Always consider the Scores, and play your Hand accordingly.

7. In a backward Game, you may often risk one Trick in order to win two; but in a forward Game you are to be more cautious; unless you have a good Probability of getting up.

8. In

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8. In returning your Partner's Lead play the best you have, when you hold but three originally.

9. Remember what Cards drop from each Hand, how many of each Suit are out, and what is the best remaining Card in each.

10. Lead not originally from a Suit of which you have Ace and Queen, Ace and Knave, or King and Knave; if you hold another moderate Suit.

11. If neither of your Adversaries will lead from the above Suits, you must do it yourself with a small Card.

12. You are strong in Trumps with five small ones, or three small ones and one Honour.

13. Do not trump a Card when you are strong in Trumps, and the more especially if you hold a strong Suit.

14. If you hold only a few small Trumps, make them if you can.

15. If your Partner refuses to trump a Suit of which he knows you have not the best, lead him your best Trump the first Opportunity.

16. If your Partner has trumped a Suit, and refuses to play Trumps, lead him that Suit again.

17. Never force your Partner but when you are strong in Trumps, unless you have a Renounce yourself, or want only the odd Trick.

18. If the Adversaries trump out, and your Partner has a Renounce, give him that Suit when

when you get the Lead, if you think he has a small Trump left.

19. Lead not from an Ace Suit originally, if you hold four in Number of another Suit.

20. When Trumps are either returned by your Partner, or led by the Adversaries, you may finesse deeply in them; keeping the Command all you can in your own Hand.

21. If you lead the King of any Suit and make it, you must not thence conclude that your Partner holds the Ace.

22. It is sometimes proper to lead a thirteenth Card, in order to force the Adversary, and make your Partner last Player.

23. If weak in Trumps make your Tricks soon, but when strong in them, you may play a more backward Game.

24. Keep a small Card of your Partner's first Lead, if possible, in order to return it when the Trumps are out.

25. Never force the Adversary with your best Card of a Suit, unless you have the second best also.

26. In your Partner's Lead, endeavour to keep the Command in his Hand, rather than in your own.

27. If you have a Saw, 'tis generally better to pursue it than to trump out; although you should be strong in Trumps with a good Suit.

28. Keep the Trump you turn up, as long as you properly can.

29. When you hold all the remaining Trumps,

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Trumps, play one of them to inform your Partner; and then put the Lead into his Hand.

30. It is better to lead from Ace and Nine, than from Ace and Ten.

31. It is better to lead Trumps through an Ace or King, than through a Queen or Knave.

32. If you are reduced to the last Trump, some winning Cards, and one losing Card only; lead the losing Card.

33. If only your Partner has Trumps remaining, and he leads a Suit of which you hold none; if you have a good Quart (or Sequence of four) throw away the highest of it.

34. If you have an Ace with one small Card of any Suit, and several winning Cards in other Suits; rather throw away some winning Card than that small one.

35. If you hold only one Honour with a small Trump, and wish the Trumps out; lead the Honour first.

36. If Trumps have been led thrice, and there be two remaining in the Adversaries Hands; endeavour to force them out.

37. Never play the best Card of your Adversaries Lead at second Hand, unless your Partner has none of that Suit.

38. If you have four Trumps and the Command of a Suit whereof your Partner has none, lead a small Card in order that he may trump it.

39. If you hold five Trumps with a good Hand,

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Hand, play Trumps, and clear your Adversaries Hands of them.

40. If you hold the Ace and three small Trumps when the Adversaries lead them, and have no particular Reason for stopping the Suit; let them quietly make King and Queen, and on the third Round play the Ace.

41. Supposing yourself Leader with three small Trumps, one strong Suit, one moderate Suit, and a single Card; begin with the strong Suit, and next lead the single Card.

42. Be careful how you sort your Cards, lest a sharp and curious Eye should discover the Number of your Trumps.

T H E
GAME of QUADRILLE.

By Mr. HOYLE.

C H A P. I.

THE GAME of QUADRILLE is played by four Persons, with forty Cards; the four Tens, Nines, and Eights, are to be discarded from the Pack; the Deal is made by distributing the Cards to each Player, three at a Time for two Rounds, and once four at a Time, beginning with the Right-hand Player, who is the elder Hand.

Because a Learner may be at a Loss to know the Rank and Order of the Cards, when Trumps, or not, the two following Tables shew them.

*The Rank and Order of the Cards when not
Trumps.*

Clubs and Spades.

King,
Queen,
Knave,
Seven,
Six,
Five,
Four,
Three,
Deuce,

In all 9.

Hearts and Diamonds.

King,
Queen,
Knave,
Ace,
Deuce,
Three,
Four,
Five,
Six,
Seven,

In all 10.

The

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The Rank and Order of the Cards when Trumps.

Clubs and Spades.

Hearts and Diamonds.

Spadille, the Ace of
Spades.

Manille, the Deuce of
Spades or of Clubs.

Basto, the Ace of
Clubs.

King,
Queen,
Knave,
Seven,
Six,
Five,
Four,
Three,

In all 11.

Spadille, the Ace of
Spades.

Manille, the Seven of
Hearts, or of Dia-
monds.

Basto, the Ace of Clubs,
Punto, the Ace of Hearts,
or of Diamonds.

King,
Queen,
Knave,
Deuce,
Three,
Four,
Five,
Six,

In all 12.

You may observe by the foregoing Tables, that Spadille and Basto are always Trumps; therefore the red Suits have one Trump more than the black.

There are three Matadores, viz. Spadille, Manille, and Basto.

If an ordinary Trump is led, you are not obliged to play a Matadore upon it; but if Spadille is led, and you should hold Manille or Basto unguarded, you must play it:

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So if Manille is led, and you should have Basto unguarded, it must be played.

The Order of the false Matadores.

| Clubs and Spades. | Hearts and Diamonds. |
|---|--|
| Manille, the Deuce of Clubs or of Spades. | Manille, the Seven of Hearts or of Diamonds. |
| Basto, the Ace of Clubs. | Basto, the Ace of Clubs. |
| | Punto, the Ace of Hearts or of Diamonds. |

King,
Queen,
Knave,
Seven,
Six,
Five,
Four,
Three.

King,
Queen,
Knave,
Deuce,
Three,
Four,
Five
Six.

In all 10.

In all 11.

You see by the foregoing Table, the Order or Rank of the false Matadores.

We generally call them false Matadores, if we begin at Basto, and so proceed by Sequences to any Number.

C H A P. II.

I. **T**HE first Thing to be done, after you have seen your Cards, is, to ask Leave, to pass, or play *sans prendre*; and if you name a wrong Trump, you must abide by it.

II. If

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II. If all the Players pass, he who has Spadille is obliged to play; but if he does not make three Tricks, he is not beasted.

III. The Player ought to have a fair Probability of winning three Tricks when he calls a King, to prevent his being beasted.

IV. Therefore we will set down such Games only as give a fair Chance to win the Game by calling a King, with Directions at the End of each Case what Trump you are to lead.

Calculations necessary to be understood by those who have made some Progress in the Game.

I. I would know what is the Odds that my Partner holds one Card out of any two certain Cards?

Answer. That he holds one Card out of any two certain Cards, is about 5 to 4 in his Favour.

II. I would also know what is the Odds that my Partner holds one Card out of any three certain Cards?

Answer. That he holds one Card out of any three certain Cards, is about five to two in his Favour.

An Explanation and Application of the foregoing Calculations.

I. That your Partner holds one Card out of any two certain Cards.

Suppose you should hold one Matadore, it is by this Calculation evident, that it is 5 to 4 in your

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your Favour that your Partner holds one of the other two, and consequently you may play your Game accordingly.

Again, Suppose you call a King, and having a Knave and one small Card of a Suit in your Hand, by the foregoing Calculation, it is plain that you have 5 to 4 in your Favour, that your Partner holds either the King or Queen of that Suit; and consequently you have the Odds in your Favour to win a Trick in that Suit.

II. That your Partner holds one Card out of any three certain Cards.

Suppose you have no Matadore, but with the Assistance of one of them you have great Odds of winning the Game; you may observe, by the foregoing Calculation, that it is about 5 to 2 that your Partner holds one of them, you having none.

This Calculation may be applied to many other Cases, very useful to the Player.

Games in red, which may be played, calling a King.

I. Spadille, Manille, two small Hearts or Diamonds, the Queen of Clubs and one small one, and four small Cards of the other Suits. Lead a small Trump.

II. Spadille, Manille, two small Hearts or Diamonds, with the Knave and two small Clubs, and three small Cards of the other Suits. Lead a small Trump.

III. Spadille, Manille, two small Hearts or Diamonds, three small Clubs, and three small
Cards

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Cards of the other Suits. Lead a small Trump.

IV. Spadille, Punto, King, Queen, and one small Heart or Diamond, three small Clubs, the Queen and one Spade. Lead Punto.

V. Spadille, Punto, King, Knave, and one small Heart or Diamond, the Knave and two small Clubs, and two small Spades. Lead Punto.

VI. Spadille, King, Queen, Knave, and one small Heart or Diamond, with the Queen, Knave, and one small Club, and two small Spades. Lead the King of Trumps.

VII. Spadille, Three, Four, Five, and Six of Hearts or Diamonds, King of Clubs and one more, Queen and two small Spades; whether elder or any other Hand, when you have the Lead play a small Trump; in the second Lead play Spadille.

VIII. Manille, Basto, Punto, and two small Hearts or Diamonds, three small Clubs, and the Knave and one Spade. Lead Manille.

IX. *N. B.* Manille, Basto, King and two small Hearts or Diamonds, Queen and one small Club, and three small Spades. Lead Manille.

X. *N. B.* Manille, Basto, Queen and two small Hearts or Diamonds, Queen and two small Clubs, Knave and one Spade. Lead Manille.

XI. Manille, Basto, with the three smallest Hearts or Diamonds, Queen and one small Club,

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Club, Knave and two small Spades, play a small Trump.

XII. *N. B.* Manille, Punto, King and two small Hearts or Diamonds, Queen, Knave, and one small Club, King and one small Spade. Lead Manille.

XIII. Manille, Punto, Queen, and two small Hearts or Diamonds, Queen and one small Club, King and two small Spades. Play a small Trump.

XIV. Manille, Punto, and three small Hearts or Diamonds, Knave and one small Club, King, Queen, and one small Spade. Play a small Trump.

XV. Manille, and the four smallest Hearts or Diamonds, Queen and one small Club, King, Queen, and one small Spade. Play a small Trump.

XVI. *N. B.* Basto, Punto, King and two small Hearts or Diamonds, King and Queen of Clubs, Queen and two small Spades. Lead Basto.

XVII. *N. B.* Basto, Punto, Queen and two small Hearts or Diamonds, Queen, Knave, and one small Club, King and Queen of Spades. Lead Basto.

XVIII. *N. B.* Basto, Punto, and three of the smallest Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Play a small Trump.

XIX. Basto, and the four smallest Hearts or Diamonds, King and Queen of Clubs, Queen,

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Queen, Knave, and one small Spade. Play a small Trump.

XX. *N. B.* Punto, King, Queen, and two small Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Lead Punto.

XXI. Punto, King, and three small Hearts or Diamonds, King and Queen of Clubs, Queen, Knave, and one small Spade. Play a small Trump.

You are to observe that those Cases which are marked thus (*N. B.*) are very good Games to play, and that you have the Odds of your Side to win those which are not marked.

C H A P. III.

Games in Black, which may be played, calling a King.

I. SPADILLE, Manille, and two small Clubs or Spades, the Knave and two small Hearts, and three small Diamonds. Lead a small Trump.

II. *N. B.* Spadille, Manille, and two small Clubs or Spades, Queen and two small Hearts, and three small Diamonds. Lead a small Trump.

III. Spadille, Manille, and two small Clubs or Spades, three small Hearts, three small Diamonds. Lead a small Trump.

IV. *N. B.* Spadille, King, Queen, and two small Clubs or Spades, with the Queen and one small

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small Heart, three small Diamonds. Lead the King of Trumps.

V. Spadille, King, Knave, and two small Clubs, Queen, and two Diamonds, two small Hearts. Play a small Trump.

VI. Spadille, Queen and three small Clubs or Spades, Queen and two small Hearts, two small Diamonds. Play a small Trump.

VII. Spadille, and the four smallest Clubs or Spades, King and one small Heart, Queen and two small Diamonds. Play a small Trump.

VIII. Manille, Basto, King and two small Clubs or Spades, three small Hearts, and two small Diamonds. Lead Manille.

IX. Manille, Basto, Queen and two small Clubs or Spades, three small Hearts, Queen and one small Diamond. Lead Manille.

X. Manille, Basto, Knave and two small Clubs or Spades, Knave and one Heart, three small Diamonds. Lead Manille.

XI. Manille, Basto, and three small Clubs or Spades, Queen and two small Hearts, Knave and one small Diamond. Lead Manille.

XII. *N. B.* Manille, King, Queen, and two small Clubs or Spades, King and one small Heart, Queen, Knave, and one small Diamond. Lead Manille.

XIII. *N. B.* Manille, King, Knave, and two small Clubs or Spades, King and one small Heart, Queen and two small Diamonds. Lead Manille.

XIV. Manille, King, and three small Clubs
or

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or Spades, Queen and two small Hearts, King and one small Diamond. Play a small Trump.

XV. Manille, and the four smallest Clubs or Spades, King, Queen, and one small Heart, two small Diamonds. Play a small Trump.

XVI. *N. B.* Basto, King, Queen, and two small Clubs or Spades, Queen and two small Hearts, King and one small Diamond. Lead Basto.

XVII. *N. B.* Basto, King, Knave, and two small Clubs or Spades, Knave and one Heart, King and two small Diamonds. Lead Basto.

XVIII. *N. B.* Basto, King and three small Clubs or Spades, King and Queen of Hearts, Queen and two small Diamonds. Play a small Trump.

XIX. Basto, and four of the smallest Clubs or Spades, King and Queen of Hearts, Queen, Knave, and one small Diamond. Play a small Trump.

XX. *N. B.* King, Queen, Knave, and two small Clubs or Spades, King and Queen of Hearts, Knave, and two small Diamonds. Lead the King of Trumps.

XXI. King, Queen, Seven, Six, and Five of Clubs or Spades, King and Queen of Hearts, Queen, Knave, and one small Diamond. Lead the King of Trumps.

You are to observe that those Cases which are marked thus (*N. B.*) are very good Games to play, and you have the Odds of your Side to win those which are not marked.

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N. B. You are to call to your strongest Suits, except you have a Queen guarded. And if you are elder Hand, you have a fairer Chance to win the Game than if middle Hand, because you have an Opportunity of leading a Trump, which frequently makes your Adversaries play against each other.

CHAP. IV.

CASES calculated, shewing the Players the Odds of winning the following Games at QUADRILLE, sans prendre; and also such Games as ought not to be played sans prendre.

Games in Black, elder Hand.

I. **T**HREE Matadores in Clubs, King and Six of Diamonds, King and Six of Hearts, King, Five, and Six of Spades. Play Trumps to all the elder-hand Games. The above Game wins 27 to 4.

II. Three Matadores and the Three of Clubs, King and Six of Diamonds, King and Six of Hearts, and two small Spades. The above Game wins 215 to 162, or about 4 to 3.

III. Three Matadores, Three and Four of Clubs, King and Six of Diamonds, three small Hearts. Wins 291 to 86, or above 10 to 3.

IV. Three Matadores; with Three, Four, and Five of Clubs, two small Diamonds, and two small Hearts. Wins near 10 to 1.

V. Spadille, Manille, King, Knave, Three, and

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and Four of Clubs, two small Diamonds, two small Hearts. Wins 4895 to 3022, or about 8 to 5.

VI. Spadille, Manille, King, Three, Four, and Five of Clubs, two small Diamonds, two small Hearts. Wins about 8 to 5.

VII. Spadille, Manille, King, Three, and Four of Clubs, King and Six of Diamonds, and three small Hearts. Loses 1514 to 1125, or about 4 to 3.

VIII. Spadille, Manille, Three, Four, Five, and Six of Clubs, two small Diamonds, and two small Hearts. Loses 1514 to 1125, or about 4 to 3.

IX. Spadille, Manille, Three, Four, and Five of Clubs, King and one small Diamond, and three small Hearts. Loses 2234 to 405, or about 11 to 2.

X. Three false Matadores and Three of Clubs, King and Six of Diamonds, King and Six of Hearts, King and Six of Spades. Wins 215 to 162, or about 4 to 3.

XI. Three false Matadores, Three and Four of Clubs, King and Six of Diamonds, King, Six, and Five of Hearts. Wins 291 to 86, or above 10 to 3.

XII. Three false Matadores, Three, Four, and Five of Clubs, King and Six of Diamonds, two small Hearts. Wins 1025 to 106, or near 10 to 1.

XIII. Manille, Basto, Queen, Three, Four, and Five of Clubs, King and one small Diamond,

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mond, two small Hearts. Wins 4895 to 3022, or above 8 to 5.

XIV. Manille, Basto, Knave, Three, Four, and Five of Clubs, King and one small Diamond, two small Hearts. Loses 4162 to 3755, or almost 10 to 9.

XV. Spadille, Three, Four, Five, and Six of Clubs, King and one small Diamond, King of Spades, King and one small Heart. He must lead a small Trump, and his Chance then for winning is 1749 to 890; or near to 2 to 1 for winning.

XVI. Spadille, Three, Four, Five, Six, and Seven of Clubs, King and one Diamond, King of Spades, and King of Hearts. Wins about 275 to 2.

C H A P. V.

Games in Red, Elder Hand.

I. **T**HREE Matadores in Hearts, King and one Diamond, King and one Spade, King and two Clubs. Wins 24 to 11, or about 2 to 1.

II. Three Matadores and Three of Hearts, King and one small Diamond, King and Queen of Clubs, and two small Spades. Wins 7010 to 1661, above 4 to 1; besides the Chance that his Kings and Queens pass, though he should not fetch out all the Trumps.

III. Three Matadores and Three and Four of Hearts, King and one small Club, and three Diamonds. Wins almost 4 to 3.

IV. Three

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IV. Three Matadores, Three, Four, and Five of Hearts, two small Diamonds, two small Clubs. Wins 291 to 86, or above 10 to 3.

V. Spadille, Manille, Punto, Queen, Three, and Four of Hearts, two small Diamonds, and two small Clubs. Loses 1706 to 1339, or above 5 to 4.

VI. Spadille, Manille, Punto, Three, Four, and Five of Hearts, two small Diamonds, two small Clubs. Loses 1514 to 1125, or above 4 to 3.

VII. Spadille, Manille, King, Three, Four, and Five of Hearts, two small Diamonds, two small Clubs. Loses 278 to 99, or about 14 to 5.

VIII. Spadille, Manille, Three, Four, Five, and Six of Hearts, two small Diamonds, two small Clubs. Loses above 3 to 1.

IX. Spadille, Manille, Three, Four, Five, and Six of Hearts, King and one Club, two small Diamonds. Wins 1845 to 794, or above 9 to 4.

X. Spadille, Manille, Two, Three, Four, Five, Six of Hearts, two small Diamonds, one small Club. Wins above 9 to 1, nearer 10 to 1.

XI. Four Matadores in Hearts, King and two small Clubs, King and two small Spades. Wins about 16 to 1. That he fetches out the Trump is 7206 to 1465, near 5 to 1; besides the Chance for his King's passing, though the Trump should not fall.

XII. Three false Matadores and Three of Hearts,

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Hearts, King and one small Club, King and one Diamond, King and one small Spade. Loses 5791 to 2880, or above 2 to 1.

XIII. Three false Matadores, Three and Four of Hearts, King and one Club, King and two Spades. Wins 215 to 162 or about 4 to 3.

XIV. Three false Matadores, Three, Four, and Five of Hearts, King and one small Club, two small Spades. Wins 291 to 86, or above 10 to 3.

XV. Three false Matadores, with the Knave, the Three, Four, and Five of Hearts, one small Diamond, two small Spades. Wins 1025 to 106, near 10 to 1; but you are to suppose the Lead is to come into your Hand a second Time, without trumping with a Matadore.

XVI. Three false Matadores, with the Queen, the Three, Four, and Five of Hearts, one small Diamond, two small Clubs. (As the former) wins near 10 to 1.

XVII. Manille, Basto, King, Three, Four, and Five of Hearts, King and one Diamond, two small Clubs. Loses 1514 to 1125, or about 4 to 3.

XVIII. Manille, Basto, Queen, Three, Four, and Five of Hearts, King and one Club, two small Spades. Loses 278 to 99, or near 3 to 1.

XIX. Manille, Basto, Three, Four, Five, and Six of Hearts, King and one Diamond, two small Clubs. Loses 2639 to 405, or about 6 to 1.

XX. Spadille, Two, Three, Four, Five, and Six of Hearts, King and one Diamond, King of Spades, and the King of Clubs. That he fetches

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fetches out three Trumps by playing Spadille is above 4 to 1, and consequently above 4 to 1 for winning.

XXI. Spadille, Three, Four, Five, and Six of Hearts, King and one Diamond, King and one Spade, and the King of Clubs.

That three sure Tricks in Trumps lie against the Player is 1384 to 1255, and consequently the Odds is against his winning the Game.

If he plays the Game, he must begin with leading a small Trump; for if he plays Spadille, he has no Chance at all.

At his second Lead he ought to play Spadille, having the fairest Probability of winning the Game by that Method of Play.

In all the Games of false Matadores, we have supposed the Player is not over-ruff'd before it comes again into his Hand.

N. B. If you should have a *sans prendre* Game, and it should be 5 to 4 for winning it, you are to consider that the calling a King makes it a sure Game won, besides the Chance of winning a *Vole*; and therefore, upon a strict Calculation, it is found to be more adviseable to call a King in such a Case.

N. B. A good Player may play a weaker Game, either elder or younger Hand, than middle Hand.

The LAWS of the GAME of QUADRILLE.

- I. **T**HE Cards are to be dealt by Fours and Threes, and no otherwise: and the Dealer
- F 6

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Dealer is at Liberty to begin by Four or Three: If in Dealing there should come one or more faced Cards, there must be a new Deal.

II. If there are too many or too few Cards in the Pack, there must be a new Deal.

III. He who deals wrong, deals again, and is not beasted.

IV. He who has asked Leave is obliged to play.

V. No one should play out of his Turn; but he is not beasted for so doing.

VI. The three Matadores cannot be forced by an inferior Trump.

VII. The superior Matadore forces the inferior, when it is played by the first Player.

VIII. Whoever names any Suit for Trumps, he must abide by it, though it should happen to be his worst Suit.

IX. If a Card happens to be faced in dealing, you must deal again, except it is the last Card.

X. If you play with eleven Cards you are beasted.

XI. If you play *sans prendre*, or have Matadores, you are to demand them before the next Dealer has finished his Deal, otherwise you lose the Benefit of them.

XII. If any Person names his Trump without asking Leave, he is obliged to play *sans prendre*, unless he is the younger Hand, and all the rest have pass'd.

XIII. If any Person plays out of his Turn,
that

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that Card played may be called at any Time in that Deal, provided he does not revoke ; or the Adversaries may demand the Partner of him, who played out of his Turn, or his own Partner, to play any Suit he thinks fit.

XIV. After the Game is won, if the Person who won the sixth Trick plays the seventh Card, he is obliged to play for the *Vole*.

XV. If you have four Kings dealt you, you are at Liberty either to call a Queen to one of your Kings, or to call one of your Kings ; but you are not to call the Queen of Trumps.

XVI. If any Person separates a Card from the rest, he ought to play it, if the adverse Party has seen it, unless he plays *sans prendre*.

XVII. If the King called, or his Partner, plays out of his Turn, no *Vole* is to be played for.

XVIII. No Person is to be beasted for a Renounce, unless the Trick is turned and quitted ; and if any Person renounces, and it is discovered, if the Player should happen to be beasted by such Renounce, all the Parties are to take up their Cards, and play them over again.

XIX. If Spadille is forced to play, he is not obliged to make his three Tricks.

XX. Whoever undertakes playing the *Vole*, has the Preference of playing before him who offers to play *sans prendre*.

XXI. If all Parties agree to it, before you begin to play, let the Person have the Preference of playing who plays for the most Tricks ;
which

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which will prevent small Games from being played.

XXII. The Player is entitled to know who is his King called, before he declares for the *Vole*.

XXIII. When six Tricks are won, he who won the sixth Trick ought to say, I play the *Vole*; or I do not play the *Vole*; or, I ask—— and nothing else.

XXIV. He who wins the *Vole*, is to take double the Stake played for out of the Pool.

XXV. He who asks Leave (if elder Hand) may play *sans prendre*, in Preference to any of the other Players.

XXVI. If you have one King only, you may call yourself, but must win six Tricks.

XXVII. If you play the King surrendered, he must win six Tricks who demands the King of any Person.

XXVIII. He who has passed once (unless he has Spadille) has no Right to play afterwards; also he who has asked the Question is obliged to play, unless somebody else plays *sans prendre*.

XXIX. If the Player, or his Friend, shew their Cards before they have won six Tricks, the Adversaries may call their Cards as they please, specifying each Card.

XXX. Whoever has asked Leave cannot play *sans prendre*, unless he is forced.

XXXI. You are at Liberty to look at the Tricks when you are to lead, but not otherwise.

XXXII. Who—

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XXXII. Whoever undertakes playing for the *Vole*, and does not succeed, has a Right to the Stakes *sans prendre*, and Matadores if he has them, having won his Game.

XXXIII. Forced Spadille cannot play for the *Vole*.

XXXIV. If any Person discovers his Game, he is not entitled to play the *Vole*.

XXXV. If there happen to be two Cards of the same Sort, and found out before the Deal is ended, the Deal is void, but not otherwise.

XXXVI. Nobody is to declare how many Trumps are played out.

XXXVII. He who plays, and does not make three Tricks, is to be beasted alone, unless he plays forced Spadille.

A Dictionary of the Terms used at the GAME of QUADRILLE.

TO ask Leave, is to ask Leave to play, by calling a King.

Basto. Is the Ace of Clubs, and is always the third Trump.

Beast. Is a Penalty, which consists in paying as many Counters as there are down; and is incurred either by renouncing, or by not winning, when you stand the Game, which is called, making the Beast.

Cheville. To be in Cheville, is to be between the eldest Hand and the Dealer.

Codill. Is when those who defend the Pool, make more Tricks than they who stand the Game;

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Game; the former are said to win Codill, and the latter to lose it.

Consolation. Is a Claim, which is always paid by those who lose to those who win; whether by Codill or Remise.

Devole. Is when he who stands the Game makes no Trick.

Double. To play Double is, to pay the Game and the Stake double, as well as the Consolation, the *Sans prendre*, the Matadores, and Devole.

Force. The Ombre is said to be forced, when you play a strong Trump to weaken him, if he over-trumps; he is likewise said to be forced, when he asks Leave, and one of the other Players obliges him to play *sans prendre*, or pass, by offering to play *sans prendre*.

Friend. Is the Player who has the King called.

Inpasse. To make the Inpasse is, when being in Cheville, you play the Knave of a Suit, of which you have the King.

Manille. Is, in black the Deuce of Spades or Clubs; and if in red, the Seven of Hearts or Diamonds, according to the Suit in which you play, and is always the second Trump at the Game.

Matadores. There are three Matadores, viz. Spadille, Manille, and Basto, which are the three first Trumps.

Mille. Is a Mark of Ivory, which is sometimes used, and stands for ten Fish.

Ombre.

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Ombre. Is the Name given to him who stands the Game, either by calling, or playing *sans appeller*, or *sans prendre*.

Pafs. Is the Term that is used, when you have not a Hand to play.

Ponto, or *Punto.* Is the Ace of Diamonds, when Diamonds are Trumps; or Hearts, when they are Trumps; and is then the fourth Trump.

Pool. The Pool consists of the Fishes, which are staked for the Deals; or the Counters which are put down by the Players; or the Beasts that go on the Game. To defend the Pool, is to be against him who stands the Game.

Prise. Is the Number of Fish or Counters that are given to each Player at the Beginning of the Party.

Regle. Is the Order that is observed at the Game; it is called, being in Regle, when the Ombre trumps the Return of the King called.

Remise. Is, when they who stand the Game, do not make more Tricks than they who defend the Pool; and they then lose by Remise.

Renounce. Is, not to play in the Suit led, when you have of it: It is also called a Renounce, when not having any of the Suit led, you win with a Card that is the only one you have of that Suit, in which you play.

Roy Rendu. That is, the King surrendered; and is the Method of playing, when the King called being given up to the Ombre, he is with that to win the Game alone.

Spadille.

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Spadille. Is the Ace of Spades, which is always the first Trump.

Forced Spadille. Is, when he who has it, is obliged to play; all the other Players having passed.

Sans Appeller. - That is, without calling; and is, when you play without calling a King.

Sans Prendre. This Term signifies the same as *sans appeller*.

Forced Sans Prendre. Is, when having asked Leave, one of the Players offers to play *sans prendre*, in which Case you are obliged to play *sans prendre*, or to pass.

Tenace. To be in Tenace, is to wait with two Trumps, that you must necessarily make when he that has two others, is obliged to lead; such are the two black Aces, with regard to Manille and Punto.

THE
GAME OF PIQUET.

PIQUET is played by two Persons, with thirty-two Cards; which are, the Ace, King, Queen, Knave, Ten, Nine, Eight, and Seven of each Suit. The Ace is the superior, and is equal to eleven Points; the King is above the Queen, and the Queen above the Knave, &c. These 3 Cards are each equal to ten Points; the Ten, ten; the Nine, nine; and so of the rest, each Card counting for as many Points as it hath Pips.

To begin the Game you must take a Pack of Cards, and shuffle them; then the two Players are to cut, and to show the Bottom of their Cut, the lowest of which deals, as there is a great Advantage in being eldest Hand.

The Dealer then shuffles the Cards and presents them to his Adversary, who may also shuffle them if he pleases, but the Dealer must have the last Shuffle, and then give them to be cut by his Adversary; but if he should scatter them, or cut but one off, or leave but one at the Bottom, the Dealer may mix them and shuffle them again; this done, the Dealer is to give twelve apiece, by two at a Time, and the eight Cards which remain must be placed upon the Table, and are called the *Talon*.

In this Game there are three Chances, viz. the *Repique*, the *Pique*, and the *Capot*.

I. The

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I. The *Repique* is, when one of the Players counts thirty Points in his Hand, before his Adversary has, or can count one; when in the Room of saying thirty they call it 90, and proceed in the same Manner, above as many Points as he could count above thirty.

II. The *Pique* is, when the elder Hand has counted thirty in Hand or Play before the Adversary hath counted one, in which Case instead of thirty, it is called sixty and so on as many Points as you can count above.

III. The *Capot* is, when either of the Players makes every Trick, for which he is to count forty, instead of which he counts but ten when he only gets the Majority of the Tricks, which is called, *the Cards*.

These three Chances may all be made in one Deal, as thus, suppose one of the Players hath four Tierce-majors, his Point is good, and he is eldest Hand; he begins by counting four for his Point, twelve for his four Tierce-majors, which makes sixteen; sixteen and fourteen Aces are ninety, fourteen Kings and fourteen for Queens make one hundred and eighteen, twelve in playing the Cards are one hundred and thirty, and forty for the Capot is one hundred and seventy; this Stroke is very rare, nay, perhaps has never happened, but it is just if it ever doth.

To pique your Adversary you must be elder Hand, for if you are youngest Hand your Adversary counts one for the first Card he plays, and

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and then your having counted twenty-nine in Hand, even if you then take the first Trick, will not authorise you to count sixty, but only thirty.

The *Carte Blanche*, that is, when you have not one pictured Card in your twelve dealt you, counts for ten, and takes place of every Thing else; then follows the Point, the Huitiemes, the Septiemes, the Sixiemes, the Quints, the Quarts, the Tierces, the four Aces, Kings, Queens, Knaves, or Tens; the three Aces, Kings, Queens, Knaves, or Tens follow next; then the Points you gain in playing the Cards, and the last is the Ten for winning the Cards, or the Forty for the Capot.

After sorting the Cards, the first Thing to be considered is, whether you have a *Carte Blanche*, that is, if you have not one pictured Card; if so, you are to let your Adversary discard, and then when he is going to take in, and before he has touched the Cards, you are to lay your twelve Cards on the Table, counting them one after another; and your Adversary is not to touch the Cards he hath laid out or discarded.

The Players having examined their Hands, the eldest Hand takes the five Cards which seem the least necessary for his Advantage, and laying them aside takes as many from the *Talon* or Heap that is left; and the youngest Hand lays out three, and takes in the three last of the *Talon*.

In discarding, the first Intention in skilful
6 Players,

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Players, is to gain the Cards, and to have the Point, which most commonly engages them to keep in that Suit of which they have the most Cards, or that which is their strongest Suit; for it is convenient to prefer, sometimes, forty-one in one Suit to forty-four in another, in which a Quint is not made; sometimes even having a Quint it is more Advantage to hold the Forty-one, where if one Card only is taken it may make it a Quint-major, gain the Point, or the Cards, which could not have been done by holding the Forty-four, at least without any extraordinary Take-in.

You must also endeavour in laying out to get a Quatorze, that is, four Aces, Kings, Queens, Knaves, or Tens, each of which counts for fourteen, and is therefore called a Quatorze; the fourteen Aces hinders the counting fourteen Kings, &c. and by that Authority you may count a lesser Quatorze, as of Tens, although your Adversary may have fourteen Kings, &c. because the stronger annuls the weaker; and also in the Want of a lesser Quatorze you may count three Aces, three Kings, three Queens, three Knaves, or three Tens. It is good to take three Aces, and they are better than three Kings, and he who has them may by virtue thereof count his three Tens, although the Adversary may have three Kings; in favour of a Quatorze you count not only any lesser Quatorze, but also all the Threes which you have, except of Nines, Eights, and Sevens.

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The same is to be observed in regard to the Huitiemes, Septiemes, Sixiemes, Quints, Quarts, and Tierces, to which the Player must have Regard in his discarding, so that what he takes in may make them for him.

The *Point*, is the Number of Cards of the same Suit which one holds in Hand after having taken in, the Pips of which must be counted; when you ask if it is good; observing the Ace counts for eleven, the King, Queen, and Knave, ten each, and the rest according to the Number of the Pips.

The Point being selected, the eldest Hand declares what it is, and asks if it is good: If his Adversary has not so many, he answers, it is not good; if he has just as many, he answers, it is equal; and if he has more, he answers, it is not good: He who has the best, counts as many for it as he has Cards which compose it; and whoever has the Point counts it, whether he is eldest or youngest; but if the Points are equal neither can count; it is the same when the two Players have equal Tierces, Quarts, Quints, &c.

There are six Kinds of Tierces, one composed of an Ace, a King, and a Queen, and called a Tierce-Major; a second of a King, a Queen, and a Knave, called a Tierce from a King; a third of a Queen, a Knave, and a Ten, called a Tierce from a Queen; a fourth of a Knave, a Ten, and a Nine, called a Tierce from a Knave; a fifth of a Ten, a
Nine,

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Nine, and an Eight; and a sixth of a Nine, an Eight, and a Seven, called a Tierce-Minor.

You must observe that all the Cards of a Tierce, as well as of the Quarts, Quints, &c. must be of the same Suit.

There are five Kinds of Quarts (pronounced Carts) the first called a Quart-Major, is composed of an Ace, King, Queen, and Knave; the second a Quart from a King, of King, Queen, Knave, and Ten; the third, a Quart from a Queen, of Queen, Knave, Ten, and Nine; the fourth a Quart from a Knave, of Knave, Ten, Nine, and Eight; and the fifth a Basse-Quart or a Quart-Minor, of a Ten, Nine, Eight, and Seven.

There are four Sorts of Quints (pronounced Kents) the first a Quint-Major, of Ace, King, Queen, Knave, and Ten; the second a Quint from a King, of King, Queen, Knave, Ten, and Nine; the third a Quint from a Queen, of a Queen, Knave, Ten, Nine, and Eight; and the fourth a Quint-Basse, of Knave, Ten, Nine, Eight, and Seven.

There are three Sorts of Sixiemes, the first a Sixieme-Major, of Ace, King, Queen, Knave, Ten, and Nine; the second a Sixieme from a King, of King, Queen, Knave, Ten, Nine, and Eight; and the third a Sixieme from a Queen, of Queen, Knave, Ten, Nine, Eight, and Seven.

There are two Kinds of Septiemes, first a Septieme-

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Septieme-Major, of Ace, King, Queen, Knave, Ten, Nine, and Eight; and second, a Septieme from a King, of King, Queen, Knave, Ten, Nine, Eight, and Seven.

There is but one Sort of Huitiemes, which is composed of the Ace, King, Queen, Knave, Ten, Nine, Eight, and Seven, that is of all the Cards of the same Suit.

These Sequences are what it is always proper each Player should have Regard to in laying out, it being much to his Advantage to have them; for if a Tierce is good he who holds it counts three for it, four for a Quart, fifteen for a Quint, sixteen for a Sixieme, seventeen for a Septieme, and eighteen for a Huitieme. If your Point is good you count as many Points as the Number of the Cards it consists of; as for Example, if you have a Quart-Major, and it is also good for Point, you count four for the Point, and four for the Quart, which makes eight, and also the same for the Quints, Sixiemes, &c.

But if your Point is good, and you have neither Tierce nor Quart, you only count as many for the Point as it consists of Cards.

All Tierces, Quarts, Quints, &c. are Sequences, and in favour of one of them being good, you reckon the lesser Sequences, although your Adversary may have better, and you count for them how small soever, your Adversary's being entirely annulled by your superior Sequence; but should the superior Sequences

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be alike in both the Players Hands, whoever should hold several other Sequences, either of the same Goodness or lesser, nevertheless cannot count one.

After each of the Players has taken in the Cards which belong to him from the Talon or Stock, he should sort his Cards to see what he has to reckon, and put together the most Cards that he hath of one Suit to make his Point, and then declare it; if the youngest hath a better Point, he must answer, Not good; if he hath as good, he must answer, Equal; and if he hath less, he must answer, Very good; after the eldest Hand hath counted the Point, he should examine if he hath not any Tierce, Quart, Quint, &c. and then see if he hath any Quatorze, or three of Aces, Kings, &c. that he may reckon them, if his Adversary doth not hinder him by having better.

The Points, the Tierces, Quarts, Quints, &c. are to be shewn on the Table, that their Value may be seen and reckoned; but you are not obliged to show Quatorzes, or three Aces, Kings, &c.

Four Aces, four Kings, four Queens, four Knaves, and four Tens are each called Quatorze, and are reckoned for so many, viz. fourteen; three Aces, three Kings, three Queens, three Knaves, and three Tens, each reckon for three.

After that each hath examined his Game, and the eldest by the Questions he hath asked
seen

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seen every Thing that is good in his Hand, he begins to reckon; the *Carte Blanche* is first reckoned, and if he hath it, is worth ten Points; then the Point is reckoned, then the Sequences, and lastly the Quatorzes, or Threes of Aces, Kings, &c. after which he begins to play his Cards, for each of which he counts one, except it is a Nine or an inferior one.

After the eldest Hand hath led his first Card, the youngest shows his Point, if it is good, also the Sequences, Quatorzes, or Threes of Aces, Kings, &c. or *Carte Blanche* if he has it; and having reckoned them all together, he takes the first Trick if he can with the same Suit, and counts one for it; if he cannot the other turns the Trick and continues; and when the youngest Hand can take the Trick he may lead which Suit he pleases.

In regard to the Manner of playing the Cards, as it is Custom and Habitude which teaches it in the most advantageous Manner for the Player, I shall only set down in general what can be shown in Writing.

It is certain that a good Player is principally known by his Manner of playing his Cards, from an indifferent one, and it is not possible to play without knowing the Strength of the Game; that is to say, that by your own Hand you should know what your Adversary may hold, and what he must have discarded, and taking great Notice what he hath shown or reckoned.

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The first Intention of a Player is to get the Cards; the second is to make as many Points as you can, and hinder your Adversary from so doing; but the principal End is to gain the Cards, for which you count ten.

I must acquaint those who have no Knowledge of the Game, that there are no Trumps at Piquet, but the highest Card of the same Suit takes the Trick; for if for Example one plays the King of Spades, and the other has the Ace, he takes the Trick; whereas if one plays the Seven of Spades and the other hath never a Card of that Suit, though he should throw down a Card of superior Value of another Suit, the Trick will be for him that led the Seven of Spades.

If the eldest Hand has the Misfortune to have neither Point, Sequence, Quatorze, or Threes which are good, he must begin to count by playing that Card which he judges most proper, and continue to play until his Adversary has played a superior, to lead in his Turn.

This Method of playing must be continued till all the twelve Cards are played, and he who takes the last Trick counts two.

Then each Player counts how many Tricks he has taken, and he who hath the most Tricks reckons ten for having gained the Cards, but if they are equal neither Side can count any Thing.

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As soon as each Deal is finished each Player should set down with Counters or other Marks how many Points he hath made, and so proceed until the Game is finished, and after each Deal the Cards must be shuffled and cut for the next.

At Piquet each takes his Turn to deal, unless the Game is finished in one Deal.

When you begin another Game, the Cards must be cut afresh for the Deal, unless it is agreed upon, when you first begin to play, that the Deal shall go on; in that Case they must deal alternately.

Mr. HOYLE'S RULES
FOR THE
GAME OF PIQUET.

CHAP. I.

GENERAL RULES *for playing at* PIQUET.

I. **Y**OU are to play by the Stages of your Game; what is meant by them, is, that when you are backward in the Game, or behind your Adversary, you are to play a pushing Game, otherwise you are to make twenty-seven Points Elder-hand, and thirteen Points Younger-hand; and you are always to compare your Game with your Adversary's, and discard accordingly.

II. You are to discard in Expectation of winning the Cards, which is so essential a Part of the Game, that it generally makes twenty-two or twenty-three Points difference; therefore you are not to discard for low *Quatorze*, such as three Queens, three Knaves, or three Tens, because in any of these Cases, the Odds are three to one, Elder-hand, that you do not succeed,

ſucceed, and ſeventeen to three, Younger-hand : For let us ſuppoſe you ſhould go for a *Quatorze* of Queens, Knaves, or Tens, and throw out an Ace or a King ; by ſo doing you run the Riſk of loſing above twenty Points in Expectation of winning fourteen Points.

III. At the Beginning of a Party you are to play to make your Game, which is twenty-ſeven Points Elder-hand, and thirteen Points Younger-hand ; therefore, ſuppoſe you are Elder-hand, and that you have a *Tierce-Major*, and the Seven of any Suit, it is five to two but that you take in one Card out of any four certain Cards ; therefore, ſuppoſe you ſhould have three Queens, three Knaves, or three Tens, you are in this Caſe to diſcard one of them preferably to the Seven of ſuch a Suit, becauſe it is three to one that you do not take in any one certain Card, Elder-hand, to make you a *Quatorze*, and conſequently you diſcard the Seven of ſuch a Suit to a great Diſadvantage.

IV. If your Adverſary is greatly before you in the Game, the Conſideration of winning the Cards muſt be put quite out of the Queſtion ; therefore ſuppoſe you ſhould have a *Quart* to a Queen or a *Quart* to a Knave ; in which Caſe it is only about five to four, being Elder-hand, but that you take in a Card to make you a *Quint*, and about three to one but that you take in a Queen, a Knave, or Ten ; and ſhould you have three of either dealt you, it is good Play to make a Puſh for the Game, particularly

if it is so far advanced as to give you but little Chance for it in another Deal; and in this, and other Cases, you may have Recourse to the Calculations ascertaining the Odds.

V. To gain the Point, generally makes ten Points difference; therefore, when you discard, you must endeavour to gain it, but not risk the losing of the Cards by so doing.

VI. The saving of your Lurch, or the lurching of your Adversary, is so material, that you ought always to risk some Points to accomplish either of them.

VII. If you have six Tricks, with any winning Card in your Hand, never fail playing that Card; because, at least, you play eleven Points to one against yourself by so doing, unless in Play you discover what Cards your Adversary has laid out.

VIII. If you are greatly advanced in the Game, as suppose you are eighty to fifty, in that Case it is your Interest to let your Adversary gain two Points for your one as often as you can, especially if the next Deal you are to be Elder-hand; but if, on the contrary, you are to be Younger-hand, and are eighty-six to fifty or sixty, never regard the losing two or three Points for the gaining of one, because that Point brings you within your Shew.

IX. The Younger-hand is to play upon the defensive; therefore, in order to make his thirteen Points, he is to carry *Tierces*, *Quarts*, and especially to strive for the Point: But suppose him

him to have two *Tierces*, from a King, Queen, or Knave, as it is twenty-nine to twenty-eight that he succeeds, he having in that Case, four certain Cards to take in to make him a *Quart* to either of them, and, perhaps, thereby save a *Pique*, &c. he ought preferably to go for that which he has the most Chance to succeed in: But if, instead of this Method of Play, he has three Queens, Knaves, or Tens, and should attempt to carry any of them preferably to the others, the Odds that he does not succeed being seventeen to three against him, he consequently discards to a great Disadvantage.

X. The Elder or Younger-hand is sometimes to sink one of his Points, a *Tierce*, or three Kings, Queens, Knaves, or Tens, in Hopes of winning the Cards; but that is to be done with Judgment, and without hesitating.

XI. It is often good Play for a Younger-hand not to call three Queens, Knaves, &c. and to sink one Card of his Point, which his Adversary may suppose to be a Guard to a King or Queen.

XII. The Younger-hand having the Cards equally dealt him, is not to take in any Card if thereby he runs the Risk of losing them, unless he is very backward in the Game, and has then a Scheme for a great Game.

XIII. If the Younger-hand has a Probability of saving or winning the Cards by a deep Discard; as for Example, Suppose he should

have the King, Queen, and Nine of a Suit; or the King, Knave, and Nine of a Suit; in this Case he may discard either of those Suits, with a moral Certainty of not being attacked in them; and the Odds that he does not take in the Ace of either of those Suits being against him, it is not worth his while to discard otherwise in Expectation of succeeding.

XIV. The Younger-hand having three Aces dealt him, it is generally his best Play to throw out the fourth Suit.

XV. The Younger-hand is generally to carry Guard to his Queen-Suits, in order to make Points, and to save the Cards.

XVI. When the Younger-hand observes that the Elder-hand, by calling his Point, has five Cards, which will make five Tricks in Play, and may have the Ace and Queen of another Suit, he should throw away the Guard to that King, especially if he has put out one of that Suit, which will give him an even Chance of saving the Cards.

XVII. If the Elder-hand has a *Quart* to a King dealt him, with three Kings and three Queens (including the King to his *Quart*) and that he is obliged to discard either one of his *Quart* to the King, or to discard a King or Queen;

Query. Which is best for him to discard?

Answer. The Chance for taking in the Ace or Nine to his *Quart* to a King, being one out
of

of two certain Cards, is exactly equal to the taking either a King or a Queen, having three of each dealt him: Therefore he is to discard in such a Manner as gives him the fairest Probability of winning the Cards.

The foregoing Case may be a general Direction to discard in all Cases of the like Nature, either for the Elder or Younger-hand.

XVIII. Suppose the Elder-hand has taken in his five Cards, and that he has the Ace, King, and Knave of a Suit, having discarded two of that Suit: He has also the Ace, King, Knave, and two small Cards of another Suit, but no winning Cards in the other Suits;

Query. Which of these Suits is he to play from, in order to have the fairest Chance of winning, or saving the Cards?

Answer. He is always to play from the Suit of which he has the fewest in Number; because, if he finds his Adversary guarded there, the Probability is in his Favour that he is unguarded in the other Suit; and should he play from the Suit of which he has the most in Number, and finds his Adversary's Queen guarded, in that Case he has no Chance to save or win the Cards.

XIX. If the Elder-hand is sure to make the Cards equal, by playing of them in any particular Manner, and is advanced before his Adversary in the Game, he is not to risk the losing of them; but if his Adversary is greatly before him, in that Case it is his Interest to risk the

losing of the Cards, in Expectation of winning of them.

CH A P. II.

Particular RULES and CASES.

I. **S**UPPOSE you are Elder-hand, and that you have dealt you a *Quart-Major*, with the Seven and Eight of Clubs, the King and Ten of Diamonds, the King and Nine of Hearts, with the Ten and Nine of Spades;

Query. Whether you are to leave a Card, by carrying the *Quart-Major* and two more of the same Suit for the Point, with two other Kings; or to throw out one Card of your Point?

Answer. If you throw out one Card of your Point, there is a Possibility that you reckon only five Points, and that your Adversary may win the Cards, by which Event he gets eleven Points, besides his three Aces, &c. which gives you a bad Chance for the Game: But by leaving a Card, and admitting that one Card of Consequence lies in the five Cards which you are intitled to take in, it follows, that you have four Chances to one against leaving that Card, and consequently it is your Interest to leave a Card: The odds are also greatly in your Favour, that you take in some one of the following Cards in your four Cards, *viz.* There are two to your Point, three Aces, and one King.

II. If you should happen to have the Ace, King, and four small Cards of any Suit, with

two

two other Kings, and no great Suits against you, the like Method of the former Case may be practised.

III. Suppose you should have the King, Queen, and four of the smallest Clubs, the King and Queen of Diamonds, the Ace and Knave of Hearts, and the King and Nine of Spades ;

Query. How are you to discard, with a Probability of making the most Points ?

Answer. You are to throw out the Queen and four small Clubs, and to carry three entire Suits, with the King of Clubs ; for this Reason, because the Chance for your taking in the fourth King, is exactly the same as the Chance of taking in the Ace of Clubs ; in either of which Cases it is three to one against you : But if you fail of taking in the fourth King, by discarding thus, you have a fair Chance to win the Cards, which will probably make twenty-two Points difference. But should you discard with an Expectation of taking in the Ace of Clubs, and should happen to fail, you being obliged to throw out some of your great Cards, you would have a very distant Chance of either saving or winning the Cards.

IV. Suppose you should have the King and Queen of Clubs, a *Tierce-Major* in Diamonds, Queen and Knave of Hearts, and a *Quint* from the Knave of Spades ;

Query. How are you to discard, with a Probability of making the most Points ?

Answer. You are to throw out the *Quint* to
a Knave

a Knave in Spades, in order to make the most Points; because, let us admit that your *Quint* is good for every Thing after you have taken in, you in that Case only score nineteen Points, if you carry it, and you probably give the Cards up, and also the Chance of a *Quatorze* of Queens, besides a great Number of Points in Play; and consequently, by carrying the *Quint*, you would discard to a great Disadvantage.

V. Suppose you have the King, Queen, Seven, Eight, and Nine of Clubs; the Queen and Knave of Diamonds; the Queen, Ten, and Nine of Hearts, with the Ace and Nine of Spades;

Query. How are you to discard?

Answer. You are to discard the King, Seven, Eight, and Nine of Clubs, and the Nine of Spades; by which Means you do not only go for three Suits, but you have the same Chance for taking in the fourth Queen, as you would have to take in the Ace of Clubs: Besides, the Probability of winning the Cards is greatly in your Favour, by this Method of discarding.

VI. Suppose you have the Queen, Ten, Nine, Eight, and Seven of Clubs; the Knave and Ten of Diamonds; the King, Queen, and Knave of Hearts, with the Ace and Nine of Spades;

Query. How are you to discard?

Answer. You are to discard the five Clubs; because it is three to one that you do not take
in.

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in the Knave of Clubs, and the carrying three entire Suits gives you a fairer Chance to score more Points.

VII. Suppose you have the Ace, Queen, and Knave of Clubs; the King, Queen, and Knave of Diamonds; the Queen and Knave of Hearts, with the Ten, Nine, Eight, and Seven of Spades;

Query. How are you to discard?

Answer. You are to discard the Ace of Clubs and the four Spades, because it is only five to four but that you take in a Queen or a Knave; it is also about three to two that you take in an Ace: You have also three Cards to your *Tierce* to a King to take in, *viz.* The Ace and Ten, or the Ten and Nine, to make you a *Quint*; all which Circumstances considered, you have a fair Probability of making a great Game: Whereas, if you should leave a Card, by throwing out the four Spades only, you run the Risk of leaving one of the following Cards, *viz.* The King of Clubs, the Ace of Diamonds, the Ace, Queen, or Knave of Spades; in any of which Cases, you would probably lose more Points than by throwing out the Ace of Clubs; and if you should carry two Suits, *viz.* Three Clubs, three Diamonds, and the Queen of Hearts, you run the Risk of putting out fourteen Points; and it is only five to four against your taking in a Queen or a Knave, and therefore you would discard to a great Disadvantage.

VIII. Sup-

VIII. Suppose you have the King, Queen, and Ten of a Suit, and that your Adversary has the Ace, Knave, and one small Card of that Suit; and that you have only those three Cards left, and you are to make three Points of them;

Query. What Card are you to play?

Answer. You are to play the Ten.

IX. Suppose you have the Ace, Queen, Ten, and Nine of Clubs, also the King, Queen, Ten, and Nine of Diamonds;

Query. Which of these Suits are you to carry, in order to have the fairest Probability of scoring the greatest Number of Points?

Answer. You are to carry the King, Queen, Ten, and Nine of Diamonds, because the Chance of taking in the Ace of Diamonds is exactly equal to that of taking in the King of Clubs; and also the Chance of taking in the Knave of Diamonds is equal to that of taking in the Knave of Clubs; by which Manner of discarding, you have a Probability of scoring fifteen Points for your *Quint* in Diamonds, instead of four Points for the *Quart* in Clubs; and the Chance for winning the Cards is better, because by taking in the Ace of Diamonds you have seven Tricks certain, which cannot happen by taking in the King of Clubs.

X. Suppose you have four Aces and two Kings dealt you Younger-hand, in order to capot the Elder-hand, you are to make a deep Discard, such as the Queen, Ten, and Eight of a Suit;
by

by which Means, if you happen not to take in any Card to such Suit, you may probably capot the Adversary.

XI. Suppose Elder-hand, that you have the Ace, Queen, Seven, Eight, and Nine of Clubs, also the Ace, Knave, Seven, Eight, and Nine of Diamonds ;

Query. Which Suit are you to carry, in order to make the most Points ?

Answer. You are to carry the Ace, Knave, Seven, Eight, and Nine of Diamonds, because the taking in the King of Diamonds is equal to the taking in the King of Clubs, and consequently as good for winning the Cards ; but you have the Chance of taking in the Ten of Diamonds to make you fifteen Points, which Event cannot happen by taking in any one certain Card in Clubs.

XII. Suppose Elder-hand, that you have the Ace, Queen, Seven, Eight, and Ten of Clubs, also the Ace, Knave, Seven, Eight, and Ten of Diamonds ;

Query. Which Suit is best to carry ?

Answer. You are to carry the Ace, Knave, Seven, Eight, and Ten of Diamonds, because the Chance of taking in the King of Diamonds is equal to the Chance of taking in the King of Clubs, and consequently as good for winning the Cards ; but you have an additional Chance of taking in the Nine of Diamonds to make you fifteen Points, which Event cannot happen by taking in one certain Card in Clubs.

XIII. Sup-

XIII. Suppose you have the Ace, Queen, Ten, and two more of a Suit ; also the Ace, Queen, and Ten of another Suit only. And let us suppose, that your Adversary has shewn Six Cards for his Point, suppose the Ace, Queen, and four small ones, and suppose you are guarded in that Suit ; as soon as you have the Lead, you are to play from the Suit of which you have the fewest in Number, because if he is guarded in that Suit, he is probably unguarded in the other Suit ; but should you begin with the Suit of which you have the most in Number, if he happens to be guarded there, you have then no Chance to win the Cards ; which may prove otherwise, if you begin with the Suit of which you have the fewest in Number. If he is guarded in both Suits you have no Chance to win the Cards.

CHAP. III.

*Some COMPUTATIONS, directing, with moral
Certainty, how to discard well any Hand.*

I. **T**HE Chance of an Elder-hand's taking in one certain Card is three to one against him.

II. That of his taking in two certain Cards is 18 to 1 against him.

III. I would know what are the Odds that an Elder-hand takes in four Aces?

Answer. That he takes } against him. for him.
in 4 Accs, is — } 968 to I
At

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against him. for him.
 At least 3 of them, is about 33 to 1
 2 of them 3 to 1
 1 of them 2 to 5

IV. If an Elder-hand has one Ace dealt him,
 what are the Odds that he takes in the other three?
 against him. for him.

Answer. That he takes } 113 to 1
 in the 3 Aces — }
 At least 2 of them, about 6 to 1
 1 of them 2 to 3

V. If an Elder-hand has two Aces dealt him,
 what are the Odds that he takes in the other
 two?

against him. for him.
Answer. That he takes in } 18 to 1
 the other 2 Aces, is }
 At least 1 of them, is near } 21 to 17
 5 to 4 against him, or }

VI. In case the Elder-hand has two Aces
 and two Kings dealt him, what are the Odds
 that he takes in either the two Aces or two
 Kings remaining?

against him. for him.
Answer. It is about — 17 to 2

VII. Elder-hand having neither Ace nor
 King dealt him, what is his Chance to take in
 both an Ace and a King in 2, 3, 4, or 5 Cards?

against him. for him.
Answer. In 2 Cards, is about - 11 to 1
 In 3 Cards — 4 to 1
 In 4 Cards — 9 to 5
 In 5 Cards — 33 to 31

VIII. What

VIII. What are the Odds that a Younger-hand takes in two certain Cards?

Answer — — — — — 62 to 1
against him. for him.

What are the Odds that a Younger-hand takes in three certain Cards?

Answer — — — — — 1139 to 1
against him. for him.

IX. The Younger-hand having no Ace dealt him, what Chance has he for his taking one?

Answer. It is — — — — — 28 to 29
against him. for him.

X. If the Younger-hand has one Ace dealt him, what are the Odds of his taking in one or two of the three remaining Aces?

Answer. That he takes in }
 two of them, is about } 21 to 1

At least one of them — — — — — 3 to 2

XI. What are the Odds that the Younger-hand takes in one certain Card?

Answer. That he does }
 not take it in, is } 17 to 3
against him. for him.

What is the Odds of a *Quart-Blanche*?

Answer — — — — — 1791 to 1
against him. for him.

CHAP. IV.

An EXPLANATION and APPLICATION of the foregoing CALCULATIONS.

I. **A**S by the first Calculation it is three to one, that, being Elder-hand, you do not take in one certain Card; you have, therefore, a better Chance of advancing your Game, by carrying two Suits for Points and the Cards, than by aiming at *Quatorze* of Queens, Knaves, or Tens.

II. Second Calculation; to take in two certain Cards, Elder-hand, is eighteen to one against you.

Therefore suppose you have a *Quart-Major*, and two other Aces dealt you, the Odds that you do not take in the Ten to your *Quart-Major*, and the other Ace, is eighteen to one against you; but that you take in one of them, is only twenty-one to seventeen against you. And suppose you have three Aces and three Kings dealt you, the Odds are eighteen to one against your taking in the other Ace and the other King; yet it is not much above five to four, but that you take in one of them. This Example shews, how you are to discard in Cases of the like Nature.

III. The Odds in taking in four certain Cards, as four Aces, &c. being nine hundred and sixty-eight to one by the third Calculation, is so great a Chance of not succeeding, that it is scarce worth further Notice.

But

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But to take in three Cards out of any four certain Cards, Elder-hand, is only thirty-three to one against you.

EXAMPLE. Suppose you have two Aces and two Kings dealt you, the Odds of taking in three of them out of four certain Cards, such as two Kings and one Ace, or two Aces and a King, are only thirty-three to one against you.

But suppose you should want to take in any two out of four certain Cards, such as the Queen of Clubs, the Ten of Diamonds, the Ace of Spades, and Knave of Hearts, being Elder-hand, it appears by the Calculation to be three to one against you; and the Odds are the same for any two out of four certain Cards.

But if, being Elder-hand, you only want one Card out of four, the Odds are five to two in your Favour that you take it in. Therefore, if you have four Tens, or any inferior *Quatorze* dealt you, and no Ace, it is great Odds in your Favour, that, being Elder-hand, you take in one Ace, and ought to play your Game accordingly. But you must always consider the Disadvantage either of losing the Cards, or running the Risk of a Capot, which you run the Hazard of, by spoiling your Hand with keeping four Tens when they are not good.

IV. By the fourth Calculation; if you have one Ace dealt you, it is one hundred and thirteen to one that you do not take in the three others; forty-nine to eight, or about six to one, that you do not take in two out of the three;

but that you take in one out of the three, is about three to two in your Favour, or one hundred and thirty-seven to ninety-one.

As for EXAMPLE. You have a *Quart* from a King, and two Kings more dealt you; as it is three to two that you take in either Ace or Nine to your *Quart* to the King, or the fourth King, as you have the Chance of reckoning fourteen or fifteen Points by this Method of discarding, you ought to play accordingly: And this Method shews you how to play any Hand of the like Sort.

But if you should discard, with an Expectation of taking in two Cards out of three certain Cards, the Odds against such an Event being above six to one, your Game must indeed be very desperate if you attempt to discard to that Purpose. The Chance of taking in three certain Cards, being one hundred and thirteen to one, is a very distant Chance; yet even such does happen sometimes, but ought never to be ventured upon, but when a Man has no other Resource in the Game.

V. The fifth Calculation is, that if you have two Aces dealt you; it is eighteen to one that you do not take in the two other Aces; but only seventeen to twenty-one that you take in one of them. Let us illustrate the Use of this by an Example. Suppose you have a *Quart-Major* dealt you, and a *Quart* to a King, and that you are greatly behind your Adversary in the Game; to take in the Ten to your *Quart-Major*

Major is three to one against you ; but to take in the Ace or Nine to your *Quart* to the King, is only about five to four against you.

Also, by the same Rule, suppose you have three Kings and three Queens dealt you, the Odds of your taking in both a King and a Queen, are eighteen to one against you ; but that of your taking one of them, is only five to four against you.

All other Cases of the like Nature may be discarded by this Method of Calculation.

VI. As, by the sixth Calculation, it is seventeen to two that you do not take in two certain Cards out of four, such as two Kings, two Queens, &c. you must not, therefore, confound this with the third Calculation, where the Odds are not above three to one that you take in two Cards out of the four.

VII. Having neither an Ace nor a King dealt you, what are the Odds of your taking in both an Ace and a King in two, in three, in four, or in five Cards ?

Answer. To take in an Ace and a King ;

| | | | |
|----------------------|---|--------------|----------|
| | | against you. | for you. |
| In 2 Cards, is about | — | 11 to | 1 |
| In 3 Cards | — | 4 to | 1 |
| In 4 Cards | — | 9 to | 5 |
| In 5 Cards | — | 33 to | 31 |

You may observe, by the foregoing Calculation, what are the Odds of taking in two, three, four, or five Cards out of any eight certain Cards, and consequently discard to the greatest Advantage. The

The foregoing Calculation is either for the Elder or Younger-hand.

EXAMPLE. Let us suppose the Younger-hand to have two *Quatorzes* against him, he may observe, that it is not above four to one but that he takes in one of each of them. The like Rule may serve for any other eight certain Cards.

VIII. As by the eighth Calculation it is sixty-two to one, that the Younger-hand does not take in two certain Cards, which Event happening, he ought not therefore to run the Hazard of so great a Chance, but when his Game is desperate, and does not promise him another Deal.

IX. By the ninth Calculation, as it is twenty-nine to twenty-eight that the Younger-hand takes in one Ace, having none dealt him; the Calculation is the same for any Card out of four certain Cards.

As for EXAMPLE. Suppose you have two *Quarts* dealt you from the King or Queen of any Suit, it is the same Odds of twenty-nine to twenty-eight, but that you take in a Card to make one of them a *Quint*, and therefore you are to discard accordingly.

As also, that you take in either Ace, King, Queen, or Knave, of any one Suit, when a Pique or Repique is against you.

X. The tenth Calculation is, that if the Younger-hand has one Ace dealt him, it is twenty-one to one that he does not take in two Aces, and about three to two that he does not

H

take

take in one of them; which Calculation holds good in the taking in any three other certain Cards. Therefore, for Example, let us suppose, that as it is but three to two against the Younger-hand's taking in one Card out of three to save a Pique, or a Repique, it would generally be reckoned good Play, either to throw one from his Point, or discard a King, &c. for the Chance of such an Event.

XI. By the eleventh Calculation it is seventeen to three, Younger-hand, against your taking in any one certain Card; therefore, the Odds of not succeeding in this Case are so greatly against you, that it ought not to be attempted, especially if the winning or saving the Cards is risked by so doing, except in desperate Cases.

C H A P. V.

CURIOUS and INSTRUCTIVE CASES.

I. **S**UPPOSE you are a Younger-hand, and that you have the Queen, Knave, Seven, Eight, and Nine of Clubs; also the Seven and Eight of Diamonds, the Seven of Hearts, and the Ten, Nine, Eight, and Seven of Spades; and that the Elder-hand has left a Card:

Query. How are you to discard, to put it in the Power of the Cards to repique the Elder-hand?

Answer. You are to carry the five Clubs and the four Spades, and to leave a Card; and by taking in the Ace, King, and Ten of Clubs, you repique your Adversary.

II. Suppose

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II. Suppose you have eight Clubs, the Ace and King of Diamonds, the Ace of Hearts, and the Ace of Spades :

Query. Whether you repique the Younger-hand, or not ?

Answer. The Younger-hand may have a *Carte-Blanche*, by having three *Quarts* from a Ten, which reckons first ; and therefore he is not repiqued.

III. What is the highest Number to be made of a Pique ?

Answer. Eighty-two Points.

What are the Cards which compose that Number ?

Answer. A *Quart-Major* in Clubs, a *Quart-Major* in Diamonds, Ace, King, and Ten of Hearts, with the Ace of Spades.

This is only upon Supposition that the *Quart-Major* is good for every Thing.

IV. What is the highest Number to be made of a Repique and Capot ?

Answer. A hundred and seventy Points.

What are the Cards which compose that Number ?

Answer. The four *Tierce-Majors*, which are supposed to be good for every Thing.

V. Suppose you are Elder-hand, and that you want eight Points of the Game, and that the Younger-hand wants twenty-three Points ; and suppose you have dealt you the Ace, King, and Queen of Clubs ; the Ace, King, and Ten of Diamonds ; the Ace, Knave, and Nine of

H 2 Hearts ;

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Hearts; the Knave, Nine, and Seven of Spades :

Query. How are you to discard, to prevent any Possibility of the Younger-hand's making twenty-three Points, and he is not to reckon *Carte-Blanche* ?

Answer. You are to discard the King and Queen of Clubs, the Knave, Nine, and Seven of Spades; by which Method of discarding you are certain to make eight Points, before the Younger-hand can make twenty-three Points.

VI. Suppose you have the Ace, Queen, and Knave of Clubs, with the King and Ten of Diamonds; and suppose your Adversary has the Ace, Queen, and Knave of Diamonds, and the King and Ten of Clubs, your Adversary being to lead, is to make five Points, or to lose the Game :

Query. How shall you play to prevent him from making of five Points ?

Answer. When he plays his Ace of Clubs, you are to play your King of Clubs; by which Means he can only make four Points ?

VII. *A* and *B* play a Party at Piquet.

They are one Game each of the Party.

A has it in his Power to win the second Game; but then he is Younger-hand at the Beginning of the next Game.

A has it also in his Power to reckon only ninety-nine Points of the second Game, and *B* is to be seventy :

Query. Whether it is *A*'s Interest to win the second Game, or not ?

An-

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Answer. It is *A*'s Interest to win the second Game, in the Proportion of fourteen to thirteen in his Favour.

C H A P. VI.

Some COMPUTATIONS for laying Money at the Game of PIQUET.

I. **I**T is five to four that the Elder-hand wins the Game.

II. It is about two to one that the Elder-hand does not lurch the Younger-hand.

III. It is near four to one that the Younger-hand does not lurch the Elder-hand.

Suppose A and B make a Party at PIQUET.

I. *A* has the Hand; what are the Odds that *A* wins the Party.

Answer. About twenty-three to twenty.

II. If *A* has one Game, and *B* one Game, he who is Eldest-hand has above five to four to win the Party?

III. If *A* has two Games Love before they cut for the Deal, the Odds are above four to one that he wins the Party.

IV. If *A* has two Games Love, and *A* has the Hand, the Odds are about five to one that he wins the Party.

V. If *B* has the Hand when *A* is two Love, the Odds in favour of *A* are about three and a half to one.

VI. If *A* has two Games, and *B* one, before
H 3 they

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they cut, the Odds in Favour of *A* are above two to one.

VII. If *A* has the Hand, and two Games to one, the Odds are about eleven to four.

VIII. If *B* has the Hand, when *A* is two Games to one, the Odds in Favour of *A* are about nine to five.

IX. If *A* is one Game Love, and Elder-hand, the Odds in Favour of *A* are about seventeen to seven.

X. If *A* has one Game Love, and Younger-hand, the Odds in Favour of *A* are about two to one.

C H A P. VII.

L A W S of the Game at PIQUET.

I. **T**HE Elder-hand is obliged to lay out one Card.

II. If the Elder-hand takes in one of the three Cards which belong to the Younger-hand, he loses the Game.

III. If the Elder-hand, in taking his five Cards, should happen to turn up a Card belonging to the Younger-hand, he is to reckon nothing that Deal.

IV. If the Elder or Younger-hand play with thirteen Cards, he counts nothing.

V. If the Elder-hand has thirteen Cards dealt him, it is in his Option whether he will stand the Deal or not; and if he chuses to stand the Deal, he is to discover it, and to discard five Cards, and to take in four only.

VI. If

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VI. If the Elder or Younger-hand reckons what they have not, they count nothing.

VII. If the Elder-hand touches the Stock after he has discarded, he cannot alter his Discard.

VIII. If a Card is faced, and it happens to be discovered, either in the Dealing or in the Stock, there must be a new Deal, unless it be the bottom Card.

IX. If the Dealer turns up a Card in dealing, belonging to the Elder-hand, it is in the Option of the Elder-hand to have a new Deal.

X. If the Younger-hand takes in five Cards, it is the Loss of the Game, unless the Elder-hand has left two Cards.

XI. If the Elder-hand calls forty-one for his Point, which happens to be a *Quart-Major*, and it is allowed to be good, and only reckons four for it, and plays away, in this Case he is not intitled to count more.

XII. If the Elder-hand shews a *Point*, or *Quart*, or *Tierce*, and asks if they are good, and afterwards forgets to reckon any of them, it bars the Younger-hand from reckoning any of equal Value.

XIII. *Carte-Blanche* counts first, and consequently saves Piques and Repiques: It also piques and repiques the Adversary, in the same Manner, as if those Points were reckoned in any other Way.

XIV. *Carte-Blanche* reckons before any Thing else; but need not be shewn till the

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Adversary has first discarded; only, if you are Elder-hand, you must bid the Younger-hand, to discard for *Carte-Blanche*; which after he has done, you shew your *Blanche* by counting your Cards down one after another.

XV. You are to cut two Cards at the least.

XVI. If you call a Point, and do not shew it, you reckon nothing for it; and the Younger-hand may shew, and reckon his Point.

XVII. If you play with eleven Cards, or fewer, no Penalty attends it.

XVIII. If the Elder-hand leaves a Card, and after he has taken in, he happens to put to his Discard the four Cards taken in, they must remain with his Discard, and he only play with eight Cards, *viz.* those added to his Discard.

XIX. If the Younger-hand leaves a Card or Cards, and mixes it with his Discard before he has shewn it to the Elder-hand, who is first to tell him what he will play, the Elder-hand is intitled to see his whole Discard.

XX. If the Younger-hand leaves a Card or Cards, and does not see them, nor mixes them to his Discard, the Elder-hand has no Right to see them; but then they must remain separate whilst the Cards are playing, and the Younger-hand cannot look at them neither all that while.

XXI. If the Younger-hand leaves a Card or Cards, and looks at them, the Elder-hand is intitled to see them, first declaring what Suit he will lead.

XXII. If

XXII. If the Dealer deals a Card too many, or too few, it is in the Option of the Elder-hand to have a new Deal; but if he stands the Deal, he must leave three Cards for the Younger-hand.

XXIII. You are, in the first Place, to call your Point; and if you have two Points, if you design to reckon the highest, you are to call that first, and are to abide by your first Call.

XXIV. You are to call your *Tierces*, *Quarts*, *Quints*, &c. next; and to call the highest of them, in case you design to reckon them.

XXV. You are to call a *Quatorze* preferable to three Aces, &c. if you design to reckon them.

XXVI. If you call a *Tierce*, having a *Quart* in your Hand, you must abide by your first Call.

For the Present
INTRODUCTION

TO THE
GAME OF CHESS.

THE Chess-Board contains sixty-four Squares.

The King and his Officers, being eight Pieces, are placed upon the first Line of the Board, the white Corner of it being towards your Right-hand.

The white King must be upon the fourth black Square. The black King upon the fourth white Square: Opposite to each other.

The white Queen must be upon the fourth white Square, on the Left of her King. The black Queen upon the fourth black Square, on the Right of her King.

The Bishops must be placed on each Side of the King and Queen.

The Knights must stand on each Side of the Bishops:

The Rooks in the two Corners of the Board, next to the Knights.

The eight Pawns, to be placed upon the eight Squares of the second Line.

The Pieces, and Pawns, on the Side of the King, take their Names from him, as those on the Side of the Queen do from her, and are called the Pawns of the Bishop of the King, or of the Bishop of the Queen, &c.

The Squares are named from the Pieces, viz.

Walker

Where the King stands is called the Square of the King; where his Pawn stands is called the second Square of the King; that before the Pawn is called the third Square of the King; that beyond it is called the fourth Square of the King, and so of all the rest.

The King moves every Way, but only one Square at a Time.

The King may leap once in the Game, either on his own Side, or on the Side of his Queen, (*viz.* The Rook is moved into the next Square to the King, and the King moves to the Square on the other Side of him, which is also called *castling*;) Provided nevertheless no Piece is between him and the Rook; nor after this Rook hath been moved; nor after the King hath been moved; nor when the King is in check; nor when the Square, over which he means to leap, is viewed by an adverse Man, who would check him in his Passage.

The Kings must always be one Square distant from each other.

The Queen hath the Move of the Rook, and the Bishop. She moves in a strait Line, and also angularly.

The Bishops move only angularly.

The Knights move obliquely, upon every third Square, including that which they stood on, from black to white, and from white to black, over the Heads of the Men.

The Rooks move in a right Line.

A Pawn moves in a strait Line forward, and

takes the Enemy angularly. He may be moved two Squares the first Move.

If the Square over which your Pawn leaps, is viewed by a contrary Man, that Man may take the Pawn in his Passage, and then he must place himself in the Square over which the Pawn leaps.

After the first Move, a Pawn can only move one Square at a Time. All the rest of the Men move forward or backward.

When a Pawn gets at the Head of the Board upon the first Line of the Adversary, he may be changed for any one of the Pieces, which you have lost in the Course of the Game.

The Men take the Adversary's Men, who stand in their Way, provided the Road lies open to them; or they may refuse it if they think proper.

You must set down your Man in the same Square in which you take the contrary Man.

The Men can move the whole Length or Breadth of the Board, or from one Angle to the other, except the King, Knights, and Pawns.

When the Adversary King is in a Situation to be taken by you, you must say *Check* to him; by which you give him Warning to defend himself, either by changing his Place, or by covering himself with one of his own Men, or by taking the Man who assaults him: If he can do none of these Things, he is *check-mated*.

The King cannot change his Square, if he by so doing goes into Check.

When

When the King has no Man whom he can play, and is not in Check, yet is so blocked up that he cannot move without going into Check; this Position is called a *Stale-Mate*. In this Case the King who is stale-mated wins the Game.

RULES and OBSERVATIONS

F O R

C H E S S.

By Mr. HOYLE.

I. **Y**OU ought to move your Pawns before you stir your Pieces, and afterwards to bring out your Pieces to support them; therefore the Kings, Queens, and Bishops Pawns should be the first played, in order to open your Game well.

II. You are not, therefore, to play out any of your Pieces early in the Game, because you thereby lose Moves, in case your Adversary has it in his Power, by playing a Pawn upon them, to make them retire, and also opens his Game at the same Time; especially avoid playing your Queen out, till your Game is tolerably well opened.

III. Avoid giving useless Checks, and never give any, unless you thereby gain some Advantage, because you may lose the Move if he can either take or drive your Piece away.

IV. Never

IV. Never crowd your Game by having too many Pieces together, for fear of choaking up your Passage, so as to hinder your advancing or retreating your Men as Occasion may require.

V. If your Game happens to be crowded, endeavour to free it by making Exchanges of Pieces or Pawns, and castle your King as soon as you conveniently can.

VI. Endeavour to crowd the Adversary's Game, which is to be done thus : When he plays out his Pieces before he does his Pawn, you are to attack them as soon as you can with your Pawns, by which you may make him lose Moves, and consequently crowd him.

VII. Never attack the Adversary's King without a sufficient Force; and if he attacks your King, and you have it not in your Power to attack his, you are to offer Exchanges with him; and if he retires, when you present a Piece to exchange, he may lose a Move, and consequently you gain an Advantage.

VIII. Play your Men in so good Guard of one another, that if any Man you advance be taken, the adverse Piece may also be taken by that which guarded yours; and for this Purpose, be sure to have as many Guards to your Piece, as you see your Adversary advances Pieces upon it; and if you can, let them be of less Value than those he assails with. If you find that you can't well support your Piece, see if, by attacking

ing one of his that is better, or as good, whether you can't thereby save yours.

IX. Never make an Attack but when well prepared for it, nor give useless Checks, for thereby you open your Adversary's Game, and make him ready prepared to pour in a strong Attack upon you, as soon as your weak one is over.

X. Never play any Man till you have examined whether you are free from Danger by your Adversary's last Move; nor offer to attack till you have considered what Harm he would be able to do you by his next Moves, in Consequence of yours, that you may prevent his Designs, if hurtful, before it be too late.

XI. When your Attack is in a prosperous Way, never be diverted from pursuing your Scheme (if possible) on to giving him Mate, by taking any Piece, or other Advantage, your Adversary may purposely throw in your Way, with the Intent, that by your taking that Bait, he might gain a Move that would make your Design miscarry.

XII. When you are pursuing a well-laid Attack, but find it necessary to force your Way through your Adversary's Defence, with the Loss of some Pieces; if, upon counting as many Moves forward as you can, you find a Prospect of Success, rush on boldly, and sacrifice a Piece or two to gain your End: These bold Attempts make the finest Games.

XIII. Never

XIII. Never let your Queen stand so before your King, as that your Adversary, by bringing a Rook or a Bishop, might check your King if she were not there, for you might hardly chance to save her.

XIV. Let not your Adversary's Knight (especially if duly guarded) come to check your King and Queen, or your King and Rook, or your Queen and Rook, or your two Rooks, at the same Time; for in the two first Cases, the King being forced to go out of Check, the Queen or the Rook must be lost; and in the two last Cases, a Rook must be lost, at best, for a worse Piece.

XV. Take Care that no guarded Pawn of your Adversary's fork two of your Pieces.

XVI. When the Kings have castled on different Sides of the Board, the Adversary must advance upon the other King the Pawns he has on that Side of the Board, taking Care to bring his Pieces, especially his Queen and Rooks, to support them; and the King that has castled, is not to stir his three Pawns till forced to it.

XVII. In playing the Game, endeavour to have a Move as it were in Ambuscade; what is meant by it is, to place the Queen, Bishop, or Rook behind a Pawn, or a Piece, in such a Manner, as that upon playing that Pawn, or Piece, you discover a Check upon your Adversary's King, and consequently may often get a Piece, or some other Advantage by it.

XVIII. Never guard an inferior Piece with
a better,

a better, if you can do it with a Pawn, because that better Piece may in that Case be, as it were, out of Play; for the same Reason, you ought not to guard a Pawn with a Piece, if you have it in your Power to guard it with a Pawn.

XIX. A Pawn passed, and well supported, often costs the Adversary a Piece. And if you play to win the Game only, whenever you have gained a Pawn, or any other Advantage, and are not in Danger of losing the Move thereby, make as frequent Exchanges of Pieces as you can.

XX. If you have three Pawns each upon the Board, and no Piece, and you have one or your Pawns on one Side of the Board, and the other two on the other Side, and your Adversary's three Pawns are opposite to your two Pawns, march with your King, as soon as you can, to take his Pawns; and if he goes with his King to support them, go on to Queen with your single Pawns, and if he goes to hinder him, take his Pawns, and push the others to Queen. This shews the Advantage of a pass'd Pawn.

XXI. At the latter End of a Game, each Party having only three or four Pawns on different Sides of the Board, the Kings are to endeavour to gain the Move, in order to win the Game. For Example: If you bring your King opposite to your Adversary's King, with only one House between you, you will have gained the Move.

XXII. When your Adversary has his King
and

and one Pawn on the Board, and you have your King only, you will never lose that Game, if you can bring your King to be opposite to your Adversary's, when he is immediately either before, or on one Side of his Pawn, and there is only one House between the Kings. XIX

XXIII. When your Adversary has a Bishop and one Pawn on the Rook's Line, and his Bishop is not of the Colour that commands the Corner-house his Pawn is going to, and you have only your King, if you can get into that Corner you can't lose that Game, but may win it by a Stale.

XXIV. When you have greatly the Disadvantage of the Game, having only your Queen left in Play, and your King happens to be in the Position of Stale-Mate, keep giving Check to your Adversary's King, always taking care not to check him where he can interpose any of his Pieces that make the Stale; so doing, you will at last force him to take your Queen, and then you win the Game, by being in a Stale-Mate.

XXV. Never cover a Check with a Piece that a Pawn push'd upon it may take, for fear of only getting that Pawn for it.

XXVI. Always take care that your Adversary's King has a Move, for fear of giving a Stale-Mate; therefore don't crowd him up with your Pieces, lest you inadvertently give one.

Explana-

Explanations and Applications of some of the foregoing RULES and OBSERVATIONS.

I. **W**HETHER you play the open Game, or the close Game, be sure you bring out all your Pieces into Play before you begin to attack, for if you don't, and your Adversary does, you will always attack, or be attack'd, at a great Disadvantage: This is so essential, that you had better forego an Advantage than deviate from it; and I may venture to pronounce, that no Person can ever play well at this Game, that does not put this Rule strictly in Practice; and don't let any Body imagine, that these preparatory Moves are useless, because he does not receive an immediate Advantage from them; they are just as necessary, as it is at Whist to deal thirteen Cards round before you begin to play. In order to bring out your Pieces properly, I would advise to push on your Pawns first, and support them with your Pieces; and you will receive this Advantage from it, that your Game won't be crowded: I mean by this, that all your Pieces will be at Liberty to play and assist each other, and so co-operate towards obtaining your End; and this farther is to be observed, that, either in your Attack, or Defence, you bring them out so as not to be drove back again.

II. When you have brought out all your Pieces, as I have premised, which you will have done

done very well, especially if you have your Choice on which Side to castle (which I would always advise to do) I would then pause a while, and consider thoroughly my own and my Adversary's Game, and from his Situation, and observing where he is weakest, I would not only take my Resolution where to castle, but likewise where to begin my Attack ; and it stands to Reason you can't do it in a better Place than where you are strongest, and your Enemy weakest. By this Method, it is very probable that you will be able to break through your Adversary's Game, in which Fray some Pieces must of Course be exchanged. But now pause again, and survey both Games attentively, and don't let your Impetuosity hurry you on too far with this first Success ; and my Advice to you now in this critical Juncture (especially if you still find your Adversary pretty strong) is to rally your Men again, and put them in good Order for a second or third Attack, if needful, still keeping your Men close and connected together, so as to be of Use to each other : For want of this Method, and a little Coolness, I have often seen an almost sure Victory snatched out of a Player's Hands, and a total Overthrow ensue. But if, after all, you can't penetrate so far as to win the Game, nevertheless, by observing these Directions, I apprehend you may still be very sure of having a well-disposed Game ; and this brings
me

me to the third Part of the Game, which is the Conclusion.

III. And now that I am come to the last Period of the Game, which abounds also with Difficulties and Niceties, it must be observed, where your Pawns are strongest, best connected together, and nearest to Queen; you must likewise mind how your Adversary's Pawns are disposed, and in what Degree of Preference they are; and compare these Things together; and if you find you can get to Queen before him, you must proceed without Hesitation; if not, you must hurry on with your King to prevent him: I speak now, as supposing all the Noblemen are gone; if not, they are to attend your Pawns, and likewise to prevent your Adversary from going to Queen.

Some general RULES, by Way of Corroboration and Supplement to what has been already said.

I. **D**ON'T be too much afraid of losing a Rook for an inferior Piece: My Reason is this; although a Rook is better than any other, except the Queen, yet it seldom comes into Play, so as to operate, until the End of the Game; and therefore it happens very often, that it is better to have a less good Piece in Play than a better out.

II. When you have moved a Piece, so that your Adversary drives you away with a Pawn, take it for granted (generally speaking) that it

it is a bad Move, your Enemy gaining that double Advantage over you of advancing himself, and making you retire: I think this deserves Attention; for although the first Move may not be much, between equal and good Players, yet the Loss of one or two more, after the first, makes the Game almost irretrievable. Also, if you defend and can recover the Move, or the Attack (for they both go together) you are in a fair Way of winning.

III. If you make such a Move as that, having Liberty to play again, you can make nothing of it, take it for granted it is an exceeding bad one; for at this nice Game no Move can be indifferent.

IV. If your Game is such, that you have scarce any Thing to play, 'tis your own Fault, either for having brought out your Pieces wrong, or, which is worse, not at all; for if you have brought them out right, you must have Variety enough to play.

V. Don't be too much afraid of doubling a Pawn; three Pawns together are strong, but four, that make a Square, with the Help of other Pieces well managed, make an invincible Strength, and probably, in Time of Need, may produce you a Queen: On the other Side, two Pawns, with an Interval between, are no better than one; and if, imprudently, you should have three over each other in a Line, your Game can't be in a worse Situation: Examine this on the Table, and the Truth of it will strike you.

Your

Your Business, therefore, is to keep your Pawns close cemented and connected together, and it must be great Strength on the other Side that can overpower them.

VI. When a Piece is so attacked as that you cannot save it, give it up, and bestow your Thoughts how to annoy your Enemy in another Place, whilst he is taking it; for it very often happens, that whilst your Adversary is running madly after a Piece, you either get a Pawn or two, or such a Situation as ends in his Destruction.

VII. Supposing your Queen and another Piece are attacked at the same Time, and that by removing your Queen you must lose your Piece: in this Case, if you can get two Pieces in Exchange for your Queen, I would advise you rather to do it than retire; for observe, 'tis the Difference of three Pieces, which is more than the Worth of a Queen; besides that you keep your Game entire, and preserve your Situation, which very often is better than a Piece; nay, rather than retire, I would give my Queen for a Piece, and a Pawn or two, nay, almost for what I can get; for do but observe, amongst good Players, this one Thing, (to convince you this Advice is not bad) that when the Attack and Defence is thoroughly formed, and every Thing prepared for the Storm, if he that plays first is obliged by the Act of the Person that defends to retire, it generally ends in the Loss of the Game of the attacked Side.

VIII. Don't

VIII. Don't aim at changing without Reason; 'tis so far from being right, that a good Player will take this Advantage of it, that he will spoil your Situation, and mend his own: But in these following Cases 'tis quite right; when you are strongest, especially by a Piece, then every Time you change, your Advantage increases; this is so plain it needs no Argument. Again, when you have played a Piece, and your Adversary opposes one to you, change directly, for it is plain he wants to remove you; prevent him, therefore, and don't lose the Move.

IX. Every now and then I would have you cast up your Game, and make the Balance, then take your Measures accordingly.

X. At the latter End of the Game especially, remember your King is a capital Piece, and don't let him be idle; 'tis by his Means, generally, you get the Move and the Victory.

XI. Observe this also, that as the Queen, Rook, and Bishop operate at a Distance, 'tis not always necessary in your Attack to have them near your Adversary's King; they do better at a Distance, can't be drove away, and prevent a Stale-Mate.

XII. When you have a Piece that you can take, and that can't escape you, don't be in a Hurry; see where you can make a good Move elsewhere, and take it at your Leisure.

XIII. 'Tis not always right to take your Adversary's Pawn with your King, for very often it

it happens to be a Safeguard and Protection to your King.

XIV. When you can take a Man with different Pieces, don't do it with the first that occurs, but consider thoroughly with which you had best take it.

L A W S at C H E S S.

I. **I**F you touch your Man you must play it, and if you quit it you cannot recall it.

II. If by Mistake, or otherwise, you play a false Move, and your Adversary takes no Notice of it till he hath played his next Move, neither of you can recall it.

III. If you misplace your Men, and play two Moves, it lieth in your Adversary's Power, or Choice, whether he will permit you to begin the Game, or not.

IV. If the Adversary playeth or discovereth a Check to your King, and gives no Notice of it, you may let him stand so till he gives Notice.

V. After your King has moved, you cannot castle.

INTRODUCTION
TO THE
GAME OF BACK-GAMMON;

With the most approved Method of playing at it.

CHAP. I.

THIS Game is played by two Persons, upon a Table divided into two Parts, upon which there are twenty-four black and white Points. Each Adversary has fifteen Men, black and white, to distinguish them, and are disposed of thus: Supposing you play into the Right-hand Table, two upon the Ace-Point in your Adversary's Table, five upon the Six-Point in the opposite Table, three upon the Cinque-Point, in the hithermost Table, and five on the Six-Point in your own Table. The grand Object is to bring the Men round in your own Table; all Throws that contribute towards it, and prevent your Adversary doing the like, are advantageous, and *vice versa*. The first best Throw upon the Dice is esteemed Aces, as it stops the Six-Point in the outer Table, and secures the Cinque in your own, whereby your Adversary's two Men upon your Ace-Point cannot get out with either Quatre, Cinque, or Six. Wherefore this Throw is an Advantage frequently asked and given between Players that are not equally skilful.

TREATISE

TREATISE OF BACK-GAMMON.

By Mr. HOYLE.

CHAP. I.

BECAUSE it is necessary for a Learner to know, how many Points he ought to throw upon the two Dice, one Throw with another, we shall take the following Method to demonstrate it.

EXAMPLE. I would know how many Chances there are upon two Dice?

The Answer is thirty-six.

I would also know how many Points there are upon the Thirty-six Chances?

The Answer to which take as follows: *Viz.*

| | | | | |
|---------------|---|----|---------------|----|
| 2 Aces | — | 4 | 5 and 4 twice | 18 |
| 2 Deuces | — | 8 | 5 and 3 twice | 16 |
| 2 Trois | — | 12 | 5 and 2 twice | 14 |
| 2 Fours | — | 16 | 5 and 1 twice | 12 |
| 2 Fives | — | 20 | 4 and 3 twice | 14 |
| 2 Sixes | — | 24 | 4 and 2 twice | 12 |
| 6 and 5 twice | | 22 | 4 and 1 twice | 10 |
| 6 and 4 twice | | 20 | 3 and 2 twice | 10 |
| 6 and 3 twice | | 18 | 3 and 1 twice | 8 |
| 6 and 2 twice | | 16 | 2 and 1 twice | 6 |
| 6 and 1 twice | | 14 | | |

$$\text{Divided by } 36 \left\{ \begin{array}{l} 294 \\ 288 \end{array} \right\} \quad \begin{array}{l} 8 \\ 6 \end{array}$$

294 divided by 36, solves the Question; by which it appears, that one Throw with another you may expect to throw 8 upon two Dice.

I 2

I would

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I would know how many Chances there are upon 2 Dice ?

The Answer is 36, which are as follows :

| | | | | |
|-----------------|---|---|-----------------|----|
| 2 Sixes | — | 1 | 5 and 4 twice | 2 |
| 2 Fives | — | 1 | 5 and 3 twice | 2 |
| 2 Fours | — | 1 | 5 and 2 twice | 2 |
| 2 Trois | — | 1 | * 5 and 1 twice | 2 |
| 2 Deuces | — | 1 | 4 and 3 twice | 2 |
| * 2 Aces | — | 1 | 4 and 2 twice | 2 |
| 6 and 5 twice | 2 | | * 4 and 1 twice | 2 |
| 6 and 4 twice | 2 | | 3 and 2 twice | 2 |
| 6 and 3 twice | 2 | | * 3 and 1 twice | 2 |
| 6 and 2 twice | 2 | | * 2 and 1 twice | 2 |
| * 6 and 1 twice | 2 | | | — |
| | | | | 36 |

Because a Learner may be at a Loss to find out, by this Table of 36 Chances, what are the Odds of being hit, upon a certain, or flat Die, let him take the following Method.

EXAMPLE. To know the Odds of being hit upon an Ace ?

Look in the Table, where you will find thus marked,

| | | | |
|-----------------|---|-----------------|---|
| * 2 Aces | 1 | * 3 and 1 twice | 2 |
| * 6 and 1 twice | 2 | * 4 and 1 twice | 2 |
| * 5 and 1 twice | 2 | * 2 and 1 twice | 2 |

Total 11

Which deducted from 36

The Remainder is 25
6 By

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By this Method it appears, that it is 25 to 11 against hitting an Ace, upon a certain, or flat Die.

The like Method may be taken with any other flat Die, as you have seen with the Ace.

I would know what are the Odds of entering a Man upon 1, 2, 3, 4, or 5 Points?

Answer.

Reduced.

| | | for. | against. | | | for. | against. |
|-------------|-----------------|------|----------|----------|---|------|----------|
| To enter it | upon 1 Point is | 11 | to 25 | or about | { | 4 | to 9 |
| | upon 2 Points | 20 | 16 | | | 5 | to 4 |
| | upon 3 Points | 27 | 9 | | | 3 | to 1 |
| | upon 4 Points | 32 | 4 | | | 8 | to 1 |
| | upon 5 Points | 35 | 1 | | | 35 | to 1 |

I would know what are the Odds of hitting, with any Chance, in the Reach of a single Die?

Answer.

Reduced.

| | | for. | against. | | | for. | against. |
|--------|-----------|------|----------|----------|---|------|----------|
| To hit | upon 1 is | 11 | to 25 | or about | { | 4 | to 9 |
| | upon 1 | 12 | 24 | | | 1 | to 2 |
| | upon 3 | 14 | 22 | | | 2 | to 3 |
| | upon 4 | 15 | 21 | | | 5 | to 7 |
| | upon 5 | 15 | 21 | | | 5 | to 7 |
| | upon 6 | 17 | 19 | | | 8½ | to 9½ |

I would know what are the Odds of hitting with double Dice? which are as follows:

Answer.

Reduced.

| | | for. | against. | | | for. | against. |
|--------|--------------------|------|----------|----------|---|------|----------|
| To hit | upon 7 is | 6 | to 30 | or about | { | 1 | to 5 |
| | upon 8 | 6 | 30 | | | 1 | to 5 |
| | upon 9 | 5 | 31 | | | 1 | to 6 |
| | upon 10 | 3 | 33 | | | 1 | to 11 |
| | upon 11 | 2 | 34 | | | 1 | to 17 |
| | upon 12 (or 2 6's) | 1 | 36 | | | 1 | to 35 |

I 3

To

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To explain farther to a Learner how to make use of the Table of 36 Chances, when at a Loss to find the Odds of being hit upon any certain or flat Die, this second Example is here added to shew how to find by that Table the Odds of being hit upon a 6.

| | | | | |
|---------------|---|---|---------------|---|
| 2 Sixes | — | 1 | 6 and 3 twice | 2 |
| 2 Trois | — | 1 | 6 and 2 twice | 2 |
| 2 Deuces | — | 1 | 6 and 1 twice | 2 |
| 6 and 5 twice | | 2 | 5 and 1 twice | 2 |
| 6 and 4 twice | | 2 | 4 and 2 twice | 2 |

—
17
—

Which deducted from 36

Remainder is—19

By the foregoing Example it is evident, that it is 19 to 17 against being hit upon a 6.

The Odds of 2 Love is about 5 to 2.

and of 2 to 1 is 2 1.

and of 1 Love is 3 2.

C H A P. II.

I. IF you play three up at Back-gammon, your principal View, in the first Place, is, either to secure your own or your Adversary's Cinque-Point; when that is effected, you may play a pushing Game, and endeavour to gammon your Adversary.

II. The next best Point (after you have gained your Cinque-Point) is to make your Barr-

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Barr-Point, thereby preventing your Adversary's running with 2 Sixes.

III. After you have proceeded thus far, you are, in the next Place, to prefer the making your Quatre-Point in your own Tables, rather than the Quatre-Point out of them.

IV. Having gained these Points, you have a fair Chance to gammon your Adversary, if he is very forward: For, suppose his Tables are broke at home, it will be then your Interest to open your Barr-Point, and to oblige him to come out of your Tables with a 6; and having your Men spread, you not only may catch that Man which your Adversary brings out of your Tables, but you will also have a Probability of taking up the Man left in your Tables, (upon Supposition that he had two Men there.) And suppose he should have a Blot at home, it will then be your Interest not to make up your Tables; because, if he should enter upon a Blot, which you are to make for the Purpose, you will have a Probability of getting a third Man; which, if accomplished, will give you, at least, 4 to 1 of the Gammon; whereas, if you have only two of his Men up, the Odds is in his Favour that you do not gammon him.

V. If you play for a Hit only, 1 or 2 Men taken up of your Adversary's, makes it surer than a greater Number, provided that your Tables are made up.

VI. DIRECTIONS *how to carry your Men home.*

When you carry your Men home, in order

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to lose no Point, you are to carry the most distant Man to your Adversary's Barr-Point, that being the first Stage you are to place it on; the next Stage is 6 Points farther, *viz.* in the Place where your Adversary's 5 Men are first placed out of his Tables; the next Stage is upon the sixth Point in your Tables. This Method is to be pursued till all your Men are brought home, except 2, when by losing a Point, you may often save your Gammon, by putting it in the Power of 2 Fives, or 2 Fours to save it.

VII. If you play to win a Hit only, you are to endeavour to gain either your own or your Adversary's Cinque Point; and if that fails, by your being hit by your Adversary, and you find that he is forwarder than you, in that Case you must throw more Men into his Tables. The Manner of doing it is thus: Put a Man upon your Cinque or Barr-Point, and if your Adversary neglects to hit it, you may then gain a forward Game instead of a back Game; but if he hits you, you must play for a back Game, and then the greater Number of Men which are taken up, makes your Game the better, because you will, by that Means, preserve your Game at home; and you must then always endeavour to gain both your Adversary's Ace and Trois Points, or his Ace and Deuce Points, and take Care to keep 3 Men upon his Ace Point, that if you chance to hit him from thence, that Point may remain still secure to you.

VIII. At

VIII. At the Beginning of a Set do not play for a back Game, because by so doing you would play to a great Disadvantage, running the Risk of a Gammon to win a single Hit.

C H A P. III.

DIRECTIONS for playing, at setting out the 36 Chances of the Dice, when you are to play for a Gammon, or for a single Hit.

I. **T**WO Aces, to be played on your Cinque-Point, and Barr-Point, for a Gammon or for a Hit.

II. Two Sixes, to be played on your Adversary's Barr-Point, and on your own Barr-Point, for a Gammon, or for a Hit.

III. * Two Trois, two to be played on your Cinque-Point, and the other two on your Trois-Point in your own Tables, for a Gammon only.

IV. † Two Deuces, to be played on your Quatre-Point in your own Tables, and two to be brought over from the five Men placed in your Adversary's Tables, for a Gammon only.

V. ‡ Two Fours, to be brought over from the five Men placed in your Adversary's Tables, and to be put upon the Cinque-Point in your own Tables, for a Gammon only.

VI. Two Fives, to be brought over from the five Men placed in your Adversary's Tables, and to be put on the Trois-Point in your own Tables, for a Gammon, or for a Hit.

VII. Size-Ace, you are to take you Barr-Point, for a Gammon, or for a Hit.

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VIII. Size-Deuce, a Man to be brought from the five Men placed in your Adversary's Tables, and to be placed on the Cinque-Point in your own Tables, for a Gammon, or for a Hit.

IX. Six and three, a Man to be brought from your Adversary's Ace-Point, as far as he will go, for a Gammon, or for a Hit.

X. Six and Four, a Man to be brought from your Adversary's Ace-Point, as far as he will go, for a Gammon, or for a Hit.

XI. Six and Five, a Man to be carried from your Adversary's Ace-Point, as far as he can go, for a Gammon, or for a Hit.

XII. Cinque and Quatre, a Man to be carried from your Adversary's Ace-Point, as far as he can go, for a Gammon, or for a Hit.

XIII. Cinque-Trois, to make the Trois-Point in your Table, for a Gammon, or for a Hit.

XIV. Cinque-Deuce, to play two Men from the five placed in your Adversary's Tables; for a Gammon, or for a Hit.

XV. * Cinque-Ace, to bring one Man from the five placed in your Adversary's Tables for the Cinque; and to play one Man down on the Cinque-Point in your own Tables for the Ace, for a Gammon only.

XVI. Quatre-Trois, two Men to be brought from the five placed in your Adversary's Tables, for a Gammon, or for a Hit.

XVII. Quatre-Deuce, to make the Quatre-Point in your own Tables, for a Gammon, or for a Hit.

XVIII.

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XVIII. † Quatre-Ace, to play a Man from the five placed in your Adversary's Tables for the Quatre, and for the Ace to play a Man down upon the Cinque-Point in your own Tables, for a Gammon only.

XIX. Trois-Deuce, two Men to be brought from the five placed in your Adversary's Tables, for a Gammon only.

XX. Trois-Ace, to make the Cinque-Point in your own Tables, for a Gammon, or for a Hit.

XXI. * Deuce-Ace, to play one Man from the five Men placed in your Adversary's Tables for the Deuce; and for the Ace, to play a Man down upon the Cinque-Point in your own Tables, for a Gammon only.

C H A P. IV.

DIRECTIONS how to play the Chances that are marked thus () when you are only to play for a Hit.*

I. * TWO Trois, two of them are to be played on your Cinque-Point in your own Tables, and with the other two you are to take the Quatre-Point in your Adversary's Tables.

II. † Two Deuces, two of them are to be played on your Quatre-Point in your own Tables, and with the other two you are to take the Trois-Point in your Adversary's Tables.

The two foregoing Cases are to be played in this Manner, for this Reason, *viz.* That there-

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by you avoid being shut up in your Adversary's Tables, and have the Chance of throwing high Doublets to win the Hit.

III. * Two Fours, two of them are to take your Adversary's Cinque-Point in his Tables; and for the other two, two Men are to be brought from the five placed in your Adversary's Tables.

IV. * 1. Cinque-Ace, play the Cinque from the five Men placed in your Adversary's Tables, and play the Ace from your Adversary's Ace-Point.

V. * 2. Quatre-Ace, play the Quatre from the five Men placed in your Adversary's Tables, and play the Ace from the Men on your Adversary's Ace-Point.

VI. * 3. Deuce-Ace, play the Deuce from the five Men placed in your Adversary's Tables, and play the Ace from your Adversary's Ace-Point.

N. B. The three last Chances are played in this Manner, for the following Reason: By laying an Ace down in your Adversary's Tables, you have a Probability of throwing Deuce-Ace, Trois-Deuce, Quatre-Trois, or Size-Cinque, in two or three Throws; in any of which Cases you are to take a Point, which gives you vastly the better of the Hit.

You may observe, by the Directions given in this Chapter, that you are to play 9 Chances out of the 36 in a different Manner, for a single Hit, to what you would do when playing for a Gammon.

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In this, and the foregoing Chapter, plain Directions are given, how, at setting out, to play all the Chances on the Dice, either for a Gammon, or a single Hit ; but it is impossible to give full Instructions for the whole Progress of the Game ; all that can be done towards helping a Learner, is to communicate some *Observations, Hints, and Cautions*, which, if attended to, may be of Use to him.

C H A P. V.

Some OBSERVATIONS, HINTS, and CAUTIONS.

I. **B**Y the Directions given to play for a Gammon, you are voluntarily to make some Blots, the Odds being in your Favour, that they are not hit ; but should it so happen, that any Blot is hit, as in this Case you will have three Men in your Adversary's Tables, you must then endeavour to secure your Adversary's Cinque, Quatre, or Trois-Point, to prevent a Gammon, and must be very cautious how you suffer your Adversary to take up a fourth Man.

II. Take Care not to crowd your Game at any Time, if possible. What is meant by crowding a Game, is the putting many Men either upon your Trois or Deuce-Point in your own Tables ; which is, in Effect, losing of those Men, by not having them in Play.

Besides, by crowding your Game, to attempt to save a Gammon, you are often gammoned ; because, when your Adversary finds your Game open, by being crowded in your
own

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own Tables, he may then play his Game as he thinks fit.

III. By Recourse had to the Calculations, you may know what are the Odds of your entering a single Man upon any certain Number of Points, and by that Means you may play your Game accordingly.

IV. If you are obliged to leave a Blot, by Recourse had to the Calculations for hitting it, you will find the Chances for and against you; and consequently you will be enabled to judge how to play your Game to the greatest Advantage.

V. You will also find by the Calculations, the Odds for and against you, upon being hit by double Dice, and consequently you will have it in your Power to chuse such a Method of Play as is most to your Advantage.

VI. If it is necessary to make a Run, in order to win a Hit, and you would know to a Point which is forwardest, your Adversary or you, take the following Method:

Begin with reckoning how many Points you must have to bring home to your Size-Point in your own Tables, the Man that is at the greatest Distance from it, and do the like by every other Man that is abroad; when the Numbers of those Absentees are summed up, add to them the following Numbers for those already in your own Tables (supposing the Men that were abroad as on your Size-Point for bearing) namely, six for every Man on the
Size-

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Size-Point, five for every Man on the Cinque-Point, four for every Man on the Quatre-Point, three for every Man on the Trois-Point, two for every Man on the Deuce-Point, and one for every Man on your Ace-Point. Do the like to your Adversary's Game, and then you will know which of you is forwardest, and likeliest to win the Hit.

C H A P. VI.

OBSERVATIONS and DIRECTIONS for a Learner that has made some Progress at Back-Gammon; particularly DIRECTIONS for BEARING his Men.

I. IF your Adversary is greatly before you, never play a Man from your Quatre, Trois, or Deuce Points, in order to bear that Man from the Point where you put it, because that nothing but high Doublets can give you any Chance for the Hit: Therefore, instead of playing an Ace or a Deuce from any of the afore-said Points, always play them from your Size or highest Point; by which Means you will find, that throwing two Fives, or two Fours, will, upon having eased your Size and Cinque Points, be of great Advantage to you: Whereas, had your Size-Point remained loaded, you must, perhaps, be obliged to play at length those Fives and Fours.

II. Whenever you have taken up two of your Adversary's Men, and that you happen to have

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two, three, or more Points made in your own Tables, never fail spreading your Men, in order either to take a new Point in your Tables, or to be ready to hit the Man your Adversary may happen to enter. As soon as he enters one of his Men, you are to compare his Game with yours; and if you find your Game equal to his, or better, never fail taking his Man up if you can, because it is 25 to 11 against his hitting you; which Chance being so much in your Favour, you ought always to run that Risk, when you have already two of his Men up.

There is this Exception to this Rule, that if you play for a single Hit only, and that your playing that Throw otherwise gives you a better Chance for the Hit, you ought not to take up that Man.

III. Never be deterred from taking up any one Man of your Adversary's, by the Apprehension of his hitting you with double Dice, because the fairest Probability your Adversary has of hitting you, is 5 to 1 against him.

IV. If you should happen to have five Points in your Tables, and to have taken up one of your Adversary's Men, and are obliged to leave a Blot out of your Tables, take Care, if it is in your Power, rather to leave it upon Doublets, than any other Chance, because Doublets are 35 to 1 against his hitting you, and any other Chance is but 17 to 1 against him.

V. Two of your Adversary's Men in your
Tables.

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Tables are better, for a Hit, than any greater Number, provided your Game is forwardest; because his having three or more Men in your Tables, gives him more Chances to hit you, than if he had only two Men in them.

VI. If you are to leave a Blot upon your entering of a Man upon your Adversary's Tables, or otherwise, and have it in your Choice to leave it upon what Point you please, always chuse that which is the most disadvantageous to him. To illustrate this by an Example, let us suppose it is his Interest to hit you or take you up as soon as you enter, in that Case you are to leave the Blot upon his lowest Point; that is to say, upon his Deuce-Point, rather than upon his Trois-Point, or upon his Trois-Point preferably to his Quatre-Point, or upon his Quatre-Point preferably to his Cinque-Point; because (as has been mentioned before) all the Men your Adversary plays upon his Trois or his Deuce-Points are deemed as lost, being in a great Measure out of Play, those Men not having it in their Power to make his Cinque-Point, and consequently his Game will be crowded there and open elsewhere, whereby you will be able also much to annoy him.

VII. To prevent your Adversary from bearing his Men to the greatest Advantage, when you are running to save your Gammon; as for Instance, suppose you should have two Men upon his Ace-Point, and several other Men abroad, tho' you should lose one Point or two
in

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in putting your Men into your Tables, yet it is your Interest to leave a Man upon your Adversary's Ace-Point; which will have this Consequence, that it will prevent his bearing his Men to his greatest Advantage, and will also give you the Chance of his making a Blot, which you may Chance to hit. But if, upon a Calculation, you find that you have a Throw, or a Probability of saving your Gammon, never wait for a Blot, because the Odds are greatly against hitting it.

C H A P. VII.

CASES, put by Way of Example, to shew how to calculate the Odds of saving or winning a Gammon.

I. **SUPPOSE** your Tables are made up, and that you have taken up one of your Adversary's Men; and suppose your Adversary has so many Men abroad as require three Throws to put them in his Tables:

Query. Whether you have the better of a Gammon or not?

Answer. It is about an equal Wager that you gammon him.

Because, in all Probability, you will have bore two Men before you open your Tables, and when you bear the third Man, you will be obliged to open your Size or Cinque Point; in that Case it is probable, that your Adversary must take two Throws before he enters his
Man

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Man in your Tables, and two Throws more before he puts that Man into his own Tables, and three Throws more to put into his own Tables the Men which he has abroad, which in all make seven Throws: And as you have twelve Men to bear, these probably will take seven Throws in bearing, because you may twice be obliged to make an Ace, or a Deuce, before you can bear all your Men.

N. B. No Mention is made of Doublets of either Side, that Event being equal to each Party.

The foregoing Case being duly attended to, shews it is in your Power to calculate very nearly the Odds of saving or winning a Gammon upon most Occasions.

II. Suppose I have three Men upon my Adversary's Ace-Point, and five Points in my Tables, and that my Adversary has all his Men in his Tables, three upon each of his five highest Points:

Query. Whether the Probability is for his gammoning me, or not?

Answer.

Points.

| | |
|--|----|
| For his bearing 3 Men from his 6 Point, is | 18 |
| from his 5 Point,— | 15 |
| from his 4 Point,— | 12 |
| from his 3 Point,— | 9 |
| from his 2 Point,— | 6 |

Total ——— 60

To

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To bring my 3 Men from my Adversary's Ace-Point, to my Size-Point in my Tables, being for each 18 Points, make in all ——— 54

The Remainder is 6

And as, besides the six Points in your Favour, there is a further Consideration to be added for you, which is, that your Adversary may make one or two Blots in bearing, as is frequently the Case. You see by this Calculation, that you have greatly the better of the Probability of saving your Gammon.

N. B. This Case is supposed upon an Equality of throwing.

III. Suppose I leave two Blots, either of which cannot be hit but by double Dice: to hit the one, that Cast must be eight, and to hit the other it must be nine; by which Means my Adversary has only one Die to hit either of them:

Query. What are the Odds of his hitting either of these Blots?

Answer. The Chances on two Dice are in all ——— 36

| | | | | |
|------------------------------|---|----------------|----|-----|
| The Chances to hit 8 are, | { | 6 and 2 twice, | —— | 2 |
| | | 5 and 3 twice, | —— | 2 |
| | | 2 Deuces, | —— | 1 |
| | | 2 Fours, | —— | 1 |
| | | | | The |

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The Chances { 6 and 3 twice, — 2
to hit 9 are, { 5 and 4 twice, — 2
 { 2 Trois, — 1

Total Chances for hitting, — 11
Remain Chances for not hitting, — 25

So that it is 25 to 11 that he will not hit either of those Blots:

IV. To give another Example, let us suppose that I leave two other Blots than the former, which cannot be hit but by double Dice, the one must be hit by eight, and the other by seven:

Query. What are the Odds of my Adversary's hitting either of these Blots?

Answer.

The Chances on two Dice are in all, — 36

The Chances { 6 and 2 twice, — 2
to hit 8 are { 5 and 3 twice, — 2
 { two Fours, — 1
 { two Deuces, — 1

The Chances { 6 and 1 twice, — 2
to hit 7 are, { 5 and 2 twice, — 2
 { 4 and 3 twice, — 2

Total Chances for hitting, — 12

Remain Chances for not hitting, — 24

Therefore it is two to one that I am not hit.
The

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The like Method is to be taken with three, four, or five Blots upon double Dice; or with Blots made upon double and single Dice at the same Time; you are then only to find out (by the Table of 36 Chances) how many there are to hit any of those Blots, and add all together in one Sum, which subtract from the Number 36, which is the Whole of the Chances upon two Dice: So doing resolves any Question required.

V. The following Cases are to shew a Way of calculating, which may be called a mechanical Way of solving of Questions of the like Nature.

I would know what are the Odds of throwing 7 twice, before 10 once?

Answer. It is 5 to 4 that 10 is thrown once before 7 is thrown twice, which is demonstrated as follows:

Suppose the Stake depending is nine Pounds, my first Throw entitles me to have one third Part of that Money, because 7 has six Chances for it, and 10 has but three Chances, and therefore it is two to one.

| | <i>l.</i> | <i>s.</i> | <i>d.</i> |
|--|-----------|-----------|-----------|
| For the first Throw, — — | 3 | 0 | 0 |
| Having taken 3 <i>l.</i> out of the 9 <i>l.</i> for the first Throw, the Remainder is 6 <i>l.</i> out of which a third Part is to be taken for the second Throw | 2 | 0 | 0 |
| The Total is, | 5 | 0 | 0 |
| Remains, | 4 | 0 | 0 |
| The whole Stake is, | 9 | 0 | 0 |

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VI. I would know what are the Odds of entering a Man upon any certain Point in two Throws?

Answer. Suppose 36 Shillings is the whole Stake depending, I would know what is my Share of that Stake, having laid 18 Shillings that I enter in two Throws? By the Calculations in the Table of 36 Chances, it is found that I have 11 Chances out of the 36 for entering the first Throw, for which therefore I am entitled to 11 out of the 36 Shillings.

| | | | |
|----------------------|---|----|----|
| | | s. | d. |
| The Stake is, | — | 36 | 0 |
| For the first Throw, | — | 11 | 0 |
| Remains, | — | 25 | 0 |

The Remainder, being 25 Shillings, is to be divided into 36 equal Parts, of which I am entitled to eleven of those Parts, which makes 7s. 7d. $\frac{1}{2}$ for the second Throw,

| | | | |
|--|----|---|-----------------|
| | — | 7 | 7 $\frac{1}{2}$ |
| Adding this to the other 11 Shillings, | | | |
| makes my Share of the Stake to be, | 18 | 7 | $\frac{1}{2}$ |
| Then my Adversary's Share will be, | 17 | 4 | $\frac{1}{2}$ |
| Total of the Stake, | 36 | 0 | 0 |

Therefore it is very nearly 15 to 14 in Favour of entering a Man upon any certain Point in two Throws.

C H A P.

C H A P. VIII.

Critical Case for a Back-Game.

I. **L**ET us suppose *A* plays the Fore-game, and that all his Men are placed in the usual Manner :

For *B*'s Game let us suppose, that 14 of his Men are placed upon his Adversary's Ace-Point, and 1 Man upon his Adversary's Deuce-Point, and that *B* is to throw :

Query. Which Game is likeliest to win the Hit ?

Answer. *A*'s is the best by Gold to Silver, or 21 for, to 20 against ; because, if *B* misses an Ace to take his Adversary's Deuce-Point, which is 25 to 11 against him, *A* is, in that Case, to take up *B*'s Men in his Tables, either singly, or to make Points ; and if *B* secures either *A*'s Deuce or Trois-Point, in that Case, *A* is to lay as many Men down as possible, in order to be hit, that thereby he may get a Back-game.

When you are pretty well versed in the Game of Back-Gammon, by practising this Back-game, you will become a greater Proficient in the Game than by any other Method, because it clearly demonstrates the whole Power of the Back-game.

II. *Back-game.* Let us suppose *A* to have five Men placed upon his Size-Point, five Men upon his Quatre-Point, and five Men upon his Deuce-Point, all in his own Tables :
And

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And let us suppose *B* to have 3 Men placed upon *A*'s Ace-Point, 3 Men upon *A*'s Trois-Point, and 3 Men upon *A*'s Cinque-Point; let *B* also have 3 Men upon his Size-Point in his own Tables, and 3 Men placed out of his Tables, in the usual Manner :

Query. Who has the better of the Hit?

Answer. It is an equal Game; but, to play it critically, the Difficulty lies upon *B*, who is in the first Place to endeavour to gain his Cinque and Quatre-Points in his own Tables; and, when that is effected, he is play two Men from *A*'s Cinque-Point, in order to oblige his Adversary to blot, by throwing an Ace, which, if *B* hits, he will have the fairest Probability of winning the Hit.

III. *Back-Game.* Suppose *A* has 3 Men upon *B*'s Ace-Point, and 3 Men upon *B*'s Deuce-Point, also 3 Men upon his Size-Point in his own Tables, and 3 Men upon his usual Point out of his Tables, and 3 Men where his 5 Men are usually placed in his Adversary's Tables :

And let us suppose *B* has his Men placed in the same Manner, both in his own and his Adversary's Tables, with this Difference only, viz. instead of having three Men put upon *A*'s Deuce-Point, let him have three Men upon *A*'s Trois-Point :

Query. Who has the best of the Hit?

Answer. *A*; because the Ace and Trois-Points are not so good, for a Hit, as the Ace

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and Deuce-Points in your Adversary's Tables, for this Reason; because when you are bearing your Men, you have the Deuce-Point in your own Tables to play your Men upon, which often prevents your making a Blot, which must happen otherwise to your Adversary; and take Care to lay down Men to be hit as often as you can, in order to keep your Game backward; and for the same Reason, avoid hitting any Blots which your Adversary makes.

IV. As a Case of Curiosity and Instruction.

Let us suppose *A* has his 15 Men upon *B*'s Ace-Point, *B* is supposed to have his Barr-Point, also his Size, Cinque, Quatre, and Trois-Points in his own Tables:

Query. How many Throws is *A* likely to take to bring his 15 Men into his own Tables, and to bear them?

Answer. You may undertake to do it in seventy-five Throws.

It is Odds in *A*'s Favour that he throws an Ace in two Throws; it is also Odds in *A*'s Favour that he throws a Six in two Throws; when these Events happen, *A* has a Probability of not wanting above two or three Throws to play till he has got all his fifteen Men into his own Tables: Therefore, by a former Rule laid down to bring your Men home, and also for bearing your Men, you may be able to find out the Probability of the Number of Throws required. *Note, B* stands still, and does not play.

V. Ans-

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V. Another Case of Curiosity and Instruction.

Where *A* and *B* shall play as fast as usual, and yet *B* shall make the Hit last, probably, for many Hours.

We will suppose *B* to have bore 13 Men, and that *A* has taken up the two remaining Men.

And let us suppose that *A* has his 15 Men in *B*'s Tables, *viz.* three Men upon his Size-Point, three upon his Cinque-Point, three upon his Quatre-Point, three upon his Trois-Point, two upon his Deuce-Point, and one upon his Ace-Point.

The Method which *A* is to take, is this: Let him bring his 15 Men home, by always securing six close Points, till *B* has entered his two Men, and brought them upon any certain Point; as soon as *B* has gained that Point, *A* must open an Ace, Deuce, or Trois, or all three; which effected, *B* hits one of them, and *A*, taking Care to have two or three Men in *B*'s Tables, is ready to hit that Man; and also, he being assured of taking up the other Man, has it in his Power to prolong the Hit to almost any Length, provided he takes Care not to open such Points as two Fours, two Fives, or two Sixes, but always to open the Ace, Deuce, or Trois-Points, for *B* to hit him.

VI. I would know what are the Odds upon two Dice, for throwing two Sixes, two Fives, or two Fours, in three Throws? which, by mechanical Calculation, may be found thus:

K 2

Answer.

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Answer. Supposing 36 Shillings to be the Stake depending, the Thrower will be *s. d.*
entitled to have for his first Throw — 3 0

Which deducted out of 36, remains 33; which divided again into 36 Parts, make so many Eleven Pences, out of which the Thrower is to have 3 for his second Throw — — 2 9

The Remainder, 30 Shillings and 3 Pence, is again to be divided into 36 Parts; dividing the 30 Shillings so, make so many Ten Pences, and the 3 Pence divided into so many Parts, make so many Thirds of Farthings, of which the Thrower is to have 3 Parts for his Share for his third Throw — — — 2 6 $\frac{1}{4}$

Total for the Thrower, 8 3 $\frac{1}{4}$

So that it is 27*s.* 8*d.* $\frac{3}{4}$ to 8*s.* 3*d.* $\frac{1}{4}$ against the Thrower; which reduced into the smallest Number, is very nearly as 10 to 3, that two Sixes, two Fives, or two Fours, are not thrown in two Throws.

VII. *Back-Game.* Suppose *A* to have 2 Men upon his Size-Point in his own Tables, 3 Men upon his usual Point out of his Tables, 2 Men upon the Point where his five Men are usually placed in his Adversary's Tables, 5 Men upon his Adversary's Ace-Point, and 3 Men upon his Adversary's Quatre-Point.

And

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And let us suppose *B* to have 2 Men upon his Size-Point in his own Tables, 3 Men upon his usual Point out of his Tables, 2 Men upon the Point where his 5 Men are usually placed in his Adversary's Tables, 5 Men upon his Adversary's Ace-Point, and 3 Men upon his Adversary's Trois-Point :

Query. Who has the fairest Chance to win the Hit ?

Answer. *A* has, because he is to play either an Ace, or a Deuce, from his Adversary's Ace-Point, in order to make both these Points as Occasion offers ; and having the Quatre-Point in his Adversary's Tables, he may more easily bring those Men away, if he finds it necessary, and he will also have a resting Place by the Conveniency of that Point, which at all Times in the Game will give him an Opportunity of running for the Hit, or staying, if he thinks proper. Whereas *B* cannot so readily come from the Trois-Point in his Adversary's Tables.

C H A P. IX.

I. **L**ET us suppose *A* and *B* place their Men in the following Manner for a Hit :

Suppose *A* to have 3 Men upon his Size-Point in his own Tables, 3 Men upon the usual Point out of his Tables, and 9 Men upon his Adversary's Ace, Deuce, and Trois Points, 3 Men to be placed upon each Point ; and suppose

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pose *B*'s Men to be placed in his own, and in his Adversary's Tables, in the same Order and Manner.

The Result is, that the best Player ought to win the Hit; and the Dice are to be thrown for, the Situation being perfectly equal in *A*'s and *B*'s Game.

If *A* throws first, let him endeavour to gain his Adversary's Cinque-Point; when that is effected, let him lay as many Blots as possible, to tempt *B* to hit him; for every Time that *B* hits them will be in *A*'s Favour, because it puts him backward; and let *A* take up none of *B*'s Men, for the same Reason.

A is always to endeavour to take Care to have three Men upon each of his Adversary's Ace and Deuce-Points; because when *B* makes a Blot, these Points will remain secure, and by Recourse had to a former Case (Numb. V. in the former Chapter) when *A* has bore 5, 6, or more Men, yet *A* may secure 6 close Points out of his Tables, in order to prevent *B* from getting his Man home: And by Recourse had to the Calculations, he may easily find out (in case he makes up his Tables) who has the better of the Hit; and if he finds that *B* is forwardest, he is then to endeavour to lay such Blots to be taken up by his Adversary, as may give him a Chance for taking up another Man, in case *B* should happen to have a Blot at home.

Those who play the foregoing Game well, may be ranked in the first Class.

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II. *A Case of Curiosity.* *A* and *B* play at Back-Gammon, *A* has bore 13 Men, and has 2 Men to bear upon his Deuce-Point, *B* has 13 Men in his own Tables, with two Men to enter. *B* is to throw, and to name the Throws both for himself and *A*, but not to hit a Blot of either Side :

Query. What Throw is *B* to name for both Parties, in order to save his Gammon ?

Answer. *B* calls for himself 2 Aces, which enters his 2 Men upon *A*'s Ace-Point. *B* also calls 2 Aces for *A*, and consequently *A* cannot either bear a Man, nor play one ; then *B* calls for 2 Sixes for himself, and carries one Man home upon his Size-Point in his own Tables, and the other he places upon his Adversary's Barr-Point : *B* also calls Size-Ace for *A*, so that *A* has one Man left to bear, and then *B* calls for himself either 2 Sixes, 2 Fives, or 2 Fours, any of which bear a Man, in case he has Men in his Tables upon those Points, and to save his Gammon.

II. The following Question is to be attended to, as being critical and instructive.

Suppose that both yours and your Adversary's Tables are made up :

Also that you have 1 Man to carry home, but that he has 2 Men on your Barr-Point to carry home, which lie in wait to catch your Man, and that if you pass him you are to win the Hit : Suppose also that you have it in your Choice to run the Risk of being hit, by 7, or

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by 8, both of which are Chances upon double Dice:

Query. Which of these Chances is it best for you to venture?

Answer. That of 7, for the following Reasons: *First*, because that the Chances of being hit by 7, or by 8, are equal.

Secondly, If he does not hit 7, you will then have in your Favour 23 Chances to 13, that by your next Throw you either hit him or pass beyond him.

Thirdly, In case your second Throw should happen to be under 7, and that consequently you cannot hit him, yet you may play that Cast at home, and consequently leave the Blot upon double Dice.

Whereas if, on the contrary, you had made Choice of leaving the Blot upon 8, you would have made a bad Choice, for the Reasons following.

First, Because the Chances of being hit by 7, or by 8, are only equal.

Secondly, Because, if you should escape the being hit by 8, yet you would then have but 17 Chances in your Favour, against 19 for either hitting him, or passing beyond him by your next Throw.

Thirdly, In case your second Throw should happen to be Size-Ace, which is short of him, you would then be obliged to play the Man that is out of your Tables, not being able to play the Six at home, and consequently to leave a
Blot

The GAME of BACK-GAMMON. 201

Blot to be hit by a single (or flat) Die; which Event, upon Supposition that you play for 18 Shillings a Game, would entitle him to 11 Shillings of the whole Stake depending.

The LAWS of BACK-GAMMON.

1st. **I**F you take a Man from any Point, that Man must be played; the same must be done if two Men are taken from it.

2^d. You are not understood to have played any Man, till you have placed him upon a Point, and quitted him.

3^d. If you play with 14 Men only, there is no Penalty attending it, because by playing with a lesser Number than you are entitled to, you play to a Disadvantage, by not having the additional Man to make up your Tables.

4th. If you bear any Number of Men, before you entered a Man taken up, and which consequently you was obliged to enter, such Men, so borne, must be entered again in your Adversary's Tables, as well as the Man taken up.

5th. If you have mistaken your Throw, and played it, and if your Adversary has thrown, it is not in your or his Choice to alter it, unless both Parties agree to it.

THE GAME OF BILLIARDS,

With the RULES and ODDS :

*Likewise the different Kinds of Games played on a
Billiard Table.*

A Billiard Table is usually about twelve Feet long and six Feet wide, covered with fine green Cloth, and surrounded with Cushions to prevent the Balls rolling off, and make them rebound. There are Pockets at the four Corners, and two in the Middle opposite each other, to receive the Balls. The making of a Hazard, that is putting the Adversary's Ball in one of the Pockets, at the common Game reckons two in favour of the Player. The Rules generally observed are,

I. For the Lead, put the Ball at one End, and play it against the further Cushion, so that upon the Return it may be nearest the Cushion next to you.

II. The nearest to the Cushion is to lead, and chuse the Ball.

III. The Leader is to place his Ball even with the Nail, and to pass the middle Pocket; and if he holes himself, he loses the Lead.

IV. He that follows the Leader must stand within the Corner of the Table, and not place his Ball beyond the Nail.

V. He

V. He that does not hit his Adversary's Ball, loses one.

VI. Touching both Balls is deemed a foul Stroke; and thereby putting in an Adversary's Ball, obtains nothing; the Striker who puts in his own, loses two.

VII. He that holes both Balls, loses two.

VIII. He that strikes upon his Adversary's Ball, and holes himself, loses two.

IX. He that plays against the Ball, not striking it, but holes himself, loses three.

X. He that strikes both Balls over the Table, loses two.

XI. He that strikes his Adversary's Ball over the Table wins two; but he that strikes his own Ball over the Table, and does not hit his Adversary's Ball, loses three.

XII. He that retains the End of his Adversary's Stick when playing, or endeavours to baulk his Stroke, loses one.

XIII. He that plays another's Ball without Leave, loses one.

XIV. He that takes up his Ball, or his Adversary's without Permission, loses one.

XV. He that stops either Ball, when running, loses one; and being near the Hole, loses two.

XVI. He that blows upon the Ball, when running, loses one; and if near the Holes, loses two.

XVII. He that plays before his Turn, loses one.

XVIII. If the Ball stands upon the Edge of

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the Hole, and after being challenged it falls in, it does not count, but must be put where it was before.

XIX. If any Person, not being one of the Players, stops a Ball, the Ball must stand in the Place where it was stopped.

XX. He that plays without a Foot upon the Ground, loses one.

XXI. Any Person may change his Stick in Play.

XXII. If any Difference arises respecting the Play, he that marks the Game, or the Majority of the Company decide it.

XXIII. If any Person lays any Wager, and does not play, he shall not give Advice to the Players upon the Game.

Besides the common Game, which is twelve up, there are several Kinds of Games played at Billiards, *viz.* The losing Game; the winning and losing; Choice of Balls; Bricole; Carambole; a Four-game; Hazards, &c.

The *losing Game* is the common Game nearly reversed, except hitting of the Balls, which is as much to be attended to in this as in the other Game. In putting yourself in, you win two; by putting your Adversary in, you lose two; but if you pocket both Balls you get four.

The *winning and losing Game* is a Combination of both Games; that is to say, all Balls that are made reckon, and double Balls four. At this Game, and also at the losing Game, knock-
6 ing

ing over, or forcing the Balls over the Cushion, do not count as at the common Game.

Choice of Balls, is chusing each Time which Ball the Player pleases, which is doubtless a great Advantage, and is generally played against losing and winning.

Bricole, is to hit a Cushion, and rebound before you touch your Adversary's Ball; otherwise you lose a Point: This is a great Disadvantage, and is reckoned between even Players to be equal to receiving about 8 and 9.

Carambole, is played with three Balls, one being red, which is neutral, and is placed upon a Spot upon a Line with the Stringing Nail. Each of the Opponents, at the first Stroke of a Hazard, play from a Mark upon a Line with it at the other End of the Table. The chief Object of this Game is to hit with your own Ball the two other Balls, which is called a Carambole, and by which the Player wins two. Putting in the red Ball is three, the Adversary's Ball two; so that Seven may be gained at one Stroke, by caramboling and putting in both Balls. The Game is sixteen up.

The chief Object of this Game, after making what we have described by the Carambole Stroke, is the Baulk; which is by pocketing the white Ball, and bringing your own Ball and the red one below the Stringing Nail, from whence the Players begin. By this Means, the Adversary is obliged to play Bricole from the
opposite

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opposite Cushion, to his great Disadvantage.

A Four-Game consists of two Partners on each Side, at the common Game, who play by Succession after each Hazard, or two Points lost. The Game is fifteen.

Hazards depend entirely upon the making of Hazards, without any Regard to any Game or Score. Any Number of Persons, as far as six, may play, by having Balls that are numbered. Whoever pockets a Ball receives the Sum played for of the Owner of the Ball pocketed; and the Person who misses forfeits Half the Price of a Hazard to the Person whose Ball he plays upon.

The ODDS usually laid at Billiards, which are all calculated for the common Game.

EVEN PLAYERS.

| | | | |
|---------------|--------|---------------|---------|
| 1 love - is - | 5 to 4 | 7 do. - is - | 6 to 1 |
| 2 do. - is - | 3 to 2 | 8 do. - is - | 10 to 1 |
| 3 do. - is - | 7 to 4 | 9 do. - is - | 15 to 1 |
| 4 do. - is - | 2 to 1 | 10 do. - is - | 60 to 1 |
| 5 do. - is - | 3 to 1 | 11 do. - is - | 63 to 1 |
| 6 do. - is - | 4 to 1 | | |

But only a Guinea to a Shilling is usually laid.

EVEN PLAYERS.

| | | | |
|---------------|--------|-------------------|---------|
| 2 to 1 - is - | 5 to 4 | 6 to 1 - is - | 7 to 2 |
| 3 to 1 - is - | 3 to 2 | 7 to 1 - is - | 4 to 1 |
| 4 to 1 - is - | 7 to 4 | 8 to 1 - is - | 9 to 1 |
| 5 to 1 - is - | 2 to 1 | 9 to 1 - is about | 10 to 1 |

Ten to one is generally laid 21 to 1, but is in Reality much more, though not commonly laid;

The GAME of BILLIARDS. 207.

laid; but calculated as near as possible to be
50 to 1.

| | | | |
|----------------|---------|------------------|---------|
| 11 to 1 - is - | 60 to 1 | 8 to 2 - is - | 6 to 1 |
| 3 to 2 - is - | 5 to 4 | 9 to 2 - is - | 7 to 1 |
| 4 to 2 - is - | 8 to 5 | 10 to 2 is about | 20 to 1 |
| 5 to 2 - is - | 7 to 4 | often laid - | 21 to 1 |
| 6 to 2 - is - | 5 to 2 | 11 to 2 - is - | 23 to 1 |
| 7 to 2 - is - | 3 to 1 | | |

| | | | |
|---------------|--------|----------------|---------|
| 5 to 4 - is - | 5 to 4 | 9 to 4 - is - | 9 to 2 |
| 6 to 4 - is - | 7 to 4 | 10 to 4 - is - | 10 to 1 |
| 7 to 4 - is - | 2 to 1 | 11 to 4 - is - | 12 to 1 |
| 8 to 4 - is - | 4 to 1 | | |

| | | | |
|---------------|--------|----------------|---------|
| 6 to 5 - is - | 3 to 2 | 9 to 5 - is - | 4 to 1 |
| 7 to 5 - is - | 7 to 4 | 10 to 5 - is - | 9 to 1 |
| 8 to 5 - is - | 3 to 1 | 11 to 5 - is - | 10 to 1 |

| | | | |
|---------------|--------|----------------|--------|
| 7 to 6 - is - | 5 to 4 | 10 to 6 - is - | 5 to 1 |
| 8 to 6 - is - | 2 to 1 | 11 to 6 - is - | 6 to 1 |
| 9 to 6 - is - | 5 to 2 | | |

| | | | |
|---------------|--------|----------------|--------|
| 8 to 7 - is - | 7 to 4 | 10 to 7 - is - | 4 to 1 |
| 9 to 7 - is - | 2 to 1 | 11 to 7 - is - | 5 to 1 |

| | | | |
|----------------|--------|----------------|--------|
| 9 to 8 - is - | 4 to 3 | 11 to 8 - is - | 3 to 1 |
| 10 to 8 - is - | 5 to 2 | | |

| | | | |
|----------------|--------|----------------|--------|
| 10 to 9 - is - | 2 to 1 | 11 to 9 - is - | 5 to 2 |
|----------------|--------|----------------|--------|

| | | | |
|-----------------|--------|--|--|
| 11 to 10 - is - | 5 to 4 | | |
|-----------------|--------|--|--|

When

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When He who gives another Two
is — 1 to 2, — that

| | | | |
|---------------|--------|----------------|---------|
| 1 to 2 - is - | 5 to 4 | 7 to 2 - is - | 9 to 4 |
| 2 all - is - | 3 to 2 | 8 to 2 - is - | 10 to 1 |
| 3 to 2 - is - | 8 to 5 | 9 to 2 - is - | 11 to 1 |
| 4 to 2 - is - | 2 to 1 | 10 to 2 - is - | 27 to 1 |
| 5 to 2 - is - | 5 to 2 | 11 to 2 - is - | 31 to 1 |
| 6 to 2 - is - | 4 to 1 | | |

When He who gives another Two
is — 4 all, — that

| | | | |
|---------------|--------|----------------|---------|
| 4 all - is - | 3 to 2 | 8 to 4 - is - | 5 to 1 |
| 5 to 4 - is - | 8 to 5 | 9 to 4 - is - | 6 to 1 |
| 6 to 4 - is - | 5 to 2 | 10 to 4 - is - | 15 to 1 |
| 7 to 4 - is - | 3 to 1 | 11 to 4 - is - | 16 to 1 |

| | | | |
|---------------|--------|----------------|--------|
| 6 all - is - | 4 to 3 | 9 to 6 - is - | 3 to 1 |
| 7 to 6 - is - | 3 to 2 | 10 to 6 - is - | 6 to 1 |
| 8 to 6 - is - | 5 to 2 | 11 to 6 - is - | 7 to 1 |

When He who gives another Two,
is — 8 to 7, — that

| | | | |
|---------------|--------|----------------|--------|
| 8 to 7 - is - | 2 to 1 | 10 to 7 - is - | 6 to 1 |
| 9 to 7 - is - | 5 to 2 | 11 to 7 - is - | 7 to 1 |

| | | | |
|---------------|--------|----------------|--------|
| 8 all - is - | 5 to 4 | 10 to 8 - is - | 3 to 1 |
| 9 to 8 - is - | 3 to 2 | 11 to 8 - is - | 4 to 1 |

| | | | |
|----------------|--------|----------------|--------|
| 9 all - is - | 4 to 3 | 11 to 9 - is - | 3 to 1 |
| 10 to 9 - is - | 5 to 2 | | |

| | | | |
|---------------|--------|-----------------|--------|
| 10 all - is - | 6 to 5 | 11 to 10 - is - | 7 to 5 |
|---------------|--------|-----------------|--------|

| | | | |
|---------------|--------|--|--|
| 11 all - is - | 5 to 4 | | |
|---------------|--------|--|--|

When

The GAME of BILLIARDS. 209

When He who receives Two from another,
is — 3 love, — that

| | | |
|-----------------------|--|-------------------------|
| 3 love - is - 5 to 4 | | 8 ditto - is - 8 to 1 |
| 4 ditto - is - 8 to 5 | | 9 ditto - is - 9 to 1 |
| 5 ditto - is - 9 to 5 | | 10 ditto - is - 21 to 1 |
| 6 ditto - is - 3 to 1 | | 11 ditto - is - 23 to 1 |
| 7 ditto - is - 7 to 2 | | |

When He who receives Two from another,
is — 6 to 4, — that

| | | |
|----------------------|--|-----------------------|
| 6 to 4 - is - 5 to 4 | | 9 to 4 - is - 7 to 2 |
| 7 to 4 - is - 3 to 2 | | 10 to 4 - is - 8 to 1 |
| 8 to 4 - is - 3 to 1 | | 11 to 4 - is - 9 to 1 |

| | | |
|----------------------|--|-----------------------|
| 8 to 6 - is - 3 to 2 | | 10 to 6 - is - 4 to 1 |
| 9 to 6 - is - 7 to 4 | | 11 to 6 - is - 9 to 2 |

| | | |
|----------------------|--|-----------------------|
| 8 to 7 - is - 5 to 4 | | 10 to 7 - is - 3 to 1 |
| 9 to 7 - is - 3 to 2 | | 11 to 7 - is - 7 to 2 |

When he who receives Two from another,
is — 9 to 8, — that

| | | |
|-----------------------|--|-----------------------|
| 9 to 8 - is - 7 to 6 | | 11 to 8 - is - 5 to 2 |
| 10 to 8 - is - 2 to 1 | | |

| | | |
|-----------------------|--|-----------------------|
| 9 all - is - 4 to *3 | | 11 to 9 - is - 2 to 1 |
| 10 to 9 - is - 7 to 4 | | |

| | | |
|----------------------|--|-----------------------|
| 11 to 10 - is - even | | 11 all - is - 4 to *3 |
|----------------------|--|-----------------------|

When he who receives Four from another,
is — 6 love, — that

| | | |
|-----------------------|--|-------------------------|
| 6 love - is - 2 to 1 | | 9 ditto - is - 6 to 1 |
| 7 ditto - is - 5 to 2 | | 10 ditto - is - 16 to 1 |
| 8 ditto - is - 5 to 1 | | 11 ditto - is - 17 to 1 |

* Against him.

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| | | | |
|---------------|--------|----------------|---------|
| 6 to 2 - is - | 3 to 2 | 9 to 2 - is - | 9 to 2 |
| 7 to 2 - is - | 8 to 5 | 10 to 2 - is - | 12 to 1 |
| 8 to 2 - is - | 4 to 1 | 11 to 2 - is - | 13 to 1 |

Common Odds of the Hazards.

When 2 are given, the Odds of the Hazard are 6 to 5.

When 3 are given, the Odds are 5 to 4.

When 4 are given, the Odds are 3 to 2.

When 5 are given, the Odds are 8 to 5.

When 6 are given, the Odds are 2 to 1.

The full Odds that you don't get two Hazards together, between even Players, are, 3 to 1

3 together are — — — 7 to 1

4 ditto are — — — 15 to 1

5 ditto are — — — 31 to 1

6 ditto are — — — 63 to 1

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THE LAWS OF CRICKET;

Revised at the *Star and Garter, Pall-Mall*, February 25, 1774, by a Committee of Noblemen and Gentlemen of Kent, Hampshire, Surry, Suffex, Middlesex, and London.

NAMES OF THE COMMITTEE.

In the Chair, Sir WILLIAM DRAPER.

Duke of Dorset, | Sir Fra. Vincent, Bart.

Earl of Tankerville, | Sir Horace Mann,

Philip

THE GAME of CRICKET. III

Philip Dehany, Esq; | Harry Reckham, Esq;
Reverend Mr. Paulet, | John Cook, Esq;
John Brewer Davis, Esq | Charles Coles, Esq;

THE Ball must weigh not less than five Ounces and a Half, nor more than five Ounces and three Quarters.

It cannot be changed during the Game, but with Consent of both Parties.

The Bat must not exceed four Inches and one Quarter in the widest Part.

The Stumps must be twenty-two Inches, the Bail six Inches long.

The Bowling-Crease must be parallel with the Stumps, three Feet in Length, with a Return-Crease.

The Popping-Crease must be three Feet ten Inches from the Wickets; and the Wickets must be opposite to each other, at the Distance of twenty-two Yards.

The Party which goes from home shall have the Choice of the Innings and the Pitching of the Wickets, which shall be pitched within thirty Yards of a Centre fixed by the Adversaries.

When the Parties meet at a third Place, the Bowlers shall toss up for the Pitching of the first Wicket, and the Choice of going in.

The Bowler must deliver the Ball with one Foot behind the Bowling-Crease, and within the Return-Crease; and shall bowl four Balls before

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before he changes Wickets, which he shall do but once in the same Innings.

He may order the Player at his Wicket to stand on which Side of it he pleases.

The Striker is out if the Bail is bowled off, or the Stump bowled out of the Ground :

Or if the Ball, from a Stroke over or under his Bat, or upon his Hands (but not Wrists) is held before it touches the Ground, though it be hugged to the Body of the Catcher :

Or if, in striking, both his Feet are over the Popping-Crease, and his Wicket is put down, except his Bat is grounded within it :

Or if he runs out of his Ground to hinder a Catch :

Or if a Ball is struck up, and he wilfully strikes it again :

Or if, in running a Notch, the Wicket is struck down by a Throw, or with the Ball in Hand, before his Foot, Hand, or Bat, is grounded over the Popping-Crease ; but if the Bail is off, a Stump must be struck out of the Ground by the Ball :

Or if the Striker touches or takes up the Ball before it has lain still, unless at the Request of the opposite Party :

Or if the Striker puts his Leg before the Wicket with a Design to stop the Ball, and actually prevents the Ball from hitting his Wicket by it.

If the Players have crossed each other, he that runs for the Wicket that is put down is out ;

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out; if they are not crossed, he that has left the Wicket that is put down is out.

When the Ball has been in the Bowler's or Wicket-Keeper's Hands, the Strikers need not keep within their Ground till the Umpire has called *Play*; but if the Player goes out of his Ground with an Intent to run, before the Ball is delivered, the Bowler may put him out.

When the Ball is struck up in the Running-Ground between the Wickets, it is lawful for the Strikers to hinder its being caught; but they must neither strike at, nor touch the Ball with their Hands.

If the Ball is struck up, the Striker may guard his Wicket either with his Bat or his Body.

In Single-Wicket Matches, if the Striker moves out of his Ground to strike at the Ball, he shall be allowed no Notch for such Stroke.

The Wicket-Keeper shall stand at a reasonable Distance behind the Wicket, and shall not move till the Ball is out of the Bowler's Hand, and shall not, by any Noise, incommode the Striker; and if his Hands, Knees, Foot, or Head, be over or before the Wicket, though the Ball hit it, it shall not be out.

The Umpires shall allow two Minutes for each Man to come in, and fifteen Minutes between each Innings; when the Umpires shall call *Play*, the Party refusing to play shall lose the Match.

They

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They are the sole Judges of fair and unfair Play, and all Disputes shall be determined by them.

When a Striker is hurt they are to allow another to come in, and the Person hurt shall have his Hands in any Part of that Innings.

They are not to order a Player out, unless appealed to by the Adversaries.

But if the Bowler's Foot is not behind the Bowling-Crease, and within the Return-Crease, when he delivers the Ball, the Umpire unasked must call *No Ball*.

If the Strikers run a short Notch, the Umpire must call *No Notch*.

B E T S.

IF the Notches of one Player are laid against another, the Bet depends on both Innings, unless otherwise specified.

If one Party beats the other in one Innings, the Notches in the first Innings shall determine the Bet.

But if the other Party goes in a second Time, then the Bet must be determined by the Numbers on the Score.

THE GAME OF TENNIS.

A Tennis-Court is usually ninety-six or seven Feet long, by thirty-three or four in Breadth. A Net hangs across the Middle, over which the Ball must be struck, to make any Stroke good. At the Entrance of a Tennis-Court, there is a long covered Passage before you go into the Dedans, the Place where Spectators usually are; into which, whenever a Ball is played, it counts for a certain Stroke. This long Passage is divided into different Departments, which are called Galleries, *viz.* from the Line towards the Dedans, is the first Gallery; Door, second Gallery, and the last Gallery; which is called the Service-side. From the Dedans to the last Gallery are the Figures 1, 2, 3, 4, 5, 6, each at a Yard distance, marking the Chaces, one of the most essential Parts of this Game. On the other Side the Line is the first Gallery; Door, second Gallery, and last Gallery, which is called the Hazard-Side: Every Ball played into the last Gallery on this Side tells for a certain Stroke, the same as into the Dedans. Between the second and this last Gallery are the Figures 1, 2, marking the Chaces on the Hazard-Side. Over this long Gallery, is the Pent-House, on which the Ball is played from the Service-Side to begin a Set of Tennis, and if the Player fails striking

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striking the Ball (so as to rebound from the Pent-House) over a certain Line on the Service-Side, it is reckoned a Fault; two of them are counted for a Stroke. If the Ball passes round the Pent-House, on the opposite Side of the Court, and falls beyond a particular described Line, it is called *Passe*, goes for nothing, and the Player is to serve again.

On the Right-hand of the Court from the Dedans, a Part of the Wall projects more than the rest, in order to make a Variety in the Stroke, and render it more difficult to be returned by the Adversary, and is called *The Tambour*: The Grill is the last Thing on the Right-hand, wherein if the Ball is struck, it is reckoned 15, or a certain Stroke.

A Set of Tennis consists of six Games, but if what is called an Advantage Set is played, two successive Games above five Games must be won to decide; or, in Case it should be six Games all, two Games must still be won on one Side to conclude the Set.

When the Player gives his Service, in order to begin the Set, his Adversary is supposed to return the Ball, wherever it falls after the first Rebound, untouched; for Example; if at the Figure 1, the Chace is called at a Yard, that is to say, at a Yard from the Dedans; this Chace remains till a second Service is given, and if the Player on the Service Side lets the Ball go after his Adversary returns it, and if the Ball falls on or between any one of these Figures, they

they must change Sides, for he will be then on the Hazard-Side to play for the first Chace, which if he wins by striking the Ball so as to fall, after its first Rebound, nearer to the Dedans than the Figure 1, without his Adversary's being able to return it from its first Rebound, he wins a Stroke, and then proceeds in like Manner to win a second Stroke, &c. If a Ball falls on a Line with the first Gallery, Door, second Gallery, or last Gallery, the Chace is likewise called at such or such a Place, naming the Gallery, &c. When it is just put over the Line, it is called a Chace at the Line. If the Player on the Service-Side returns a Ball with such Force as to strike the Wall on the Hazard-Side, so as to rebound, after the first Hop, over the Line, it is also called a Chace at the Line.

The Chaces on the Hazard-Side proceed from the Ball being returned either too hard, or not hard enough, so that the Ball, after its first Rebound, falls on this Side the Line which describes the Hazard-Side Chaces, in which Case, it is a Chace at 1, 2, &c. provided there is no Chace depending, and according to the Spot where it exactly falls. When they change Sides, the Player, in order to win this Chace, must put the Ball over the Line, any where, so that his Adversary does not return it. When there is no Chace on the Hazard-Side, all Balls put over the Line from the Service-Side, without being returned, reckon.

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The

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The Game, instead of being marked one, two, three, four, is called for the first Stroke, *fifteen*; for the second, *thirty*; for the third, *forty*; and for the fourth, *Game*, unless the Players get four Strokes each; then, instead of calling it *forty all*, it is called *Deuce*, after which, as soon as any Stroke is got, it is called *Advantage*, and in case the Strokes become equal again, *Deuce* again; till one or the other gets two Strokes following, to win the Game.

The Odds at this Game are very uncertain, on Account of the Chaces; and various Methods of giving Odds have been used to render a Match equal.

A *Bisque* is the lowest Odds given (except Choice of the Sides,) and is the Liberty of scoring a Stroke whenever the Player, who receives the Advantage, chooses; for Example, let a Game to be forty to thirty, he who is forty by taking the *Bisque* becomes Game.

Fifteen, is a Stroke given at the Beginning of a Game.

Half-thirty, is *Fifteen* given the first Game, and *Thirty* the second; and so on to the whole *Thirty*, *Forty*, &c.

Half-Court, is confining the Player to play into the Adversary's Half-court, and is of great Advantage to the Adversary.

Touch no Wall, is another great Advantage given to the Adversary.

Round Service, is serving the Ball round the Pent-house.

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Barring the Hazards, is not reckoning the Dedans, Tambour, Grill, or the last Gallery, or the Hazard-side, &c. &c.

The Odds generally laid, making Allowance for particular Circumstances, are as follow:

The first Stroke being won between even Players, that is, fifteen Love, the Odds are,

Of the single Game — — 7 to 4

Thirty Love — — 4 to 1

Forty Love — — 8 to 1

Thirty fifteen — — 2 to 1

Forty fifteen — — 5 to 1

Forty thirty — — 3 to 1

The Odds of a four Game set, when the first Game is won, are

When two Games Love — — 4 to 1

Three Games Love — — 8 to 1

When two Games to one — — 2 to 1

Three Games to one — — 5 to 1

The Odds of a six Game set, when the first

Game is won, are — — 3 to 2

When two Games Love — — 2 to 1

Three Games Love — — 4 to 1

Four Games Love — — 10 to 1

Five Games Love — — 21 to 1

When two Games to one — — 8 to 5

Three Games to one — — 5 to 2

Four Games to one — — 5 to 1

Five Games to one — — 15 to 1

When three Games to two — — 7 to 4

Four Games to two — — 4 to 1

Five Games to two — — 10 to 1

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| | | |
|--|---|---------|
| When four Games to three | — | 2 to 1 |
| Five Games to three | — | 5 to 1 |
| The Odds of an Advantage set, when the first | | |
| Game is won, are | — | 5 to 4 |
| When two Games Love | — | 7 to 4 |
| Three Games Love | — | 3 to 1 |
| Four Games Love | — | 5 to 1 |
| Five Games Love | — | 15 to 1 |
| When two Games to one | — | 4 to 3 |
| Three Games to one | — | 2 to 1 |
| Four Games to one | — | 7 to 2 |
| Five Games to one | — | 10 to 1 |
| When three Games to two | — | 3 to 2 |
| Four Games to two | — | 3 to 1 |
| Five Games to two | — | 8 to 1 |
| When four Games to three | — | 8 to 5 |
| Five Games to three | — | 3 to 1 |
| When five Games to four | — | 2 to 1 |
| When six Games to five | — | 5 to 2 |

THE GAME OF QUINZE.

THIS Game is admired for the Simplicity and Fairness with which it is played, depending entirely upon Chance, being soon decided, and not requiring that Attention which most other Games on the Cards do, and therefore calculated for those who love to sport upon an equal Chance.

It is called Quinze, from fifteen being the Game, which must be made in the following Manner: First, the Cards must be shuffled by the two Players (for only two commonly play this Game) and when they have cut for Deal, which is the Business of him who cuts the lowest, the Dealer has the Privilege, as at all other Games, to shuffle them last; this being done, the Adversary cuts them, after which the Dealer gives one Card to his Adversary, and one to himself; if the Adversary does not like his Card, he has a Right to have as many Cards given to him, one after the other, as will make fifteen, or come nearest to it, which are usually given from the Top of the Pack: For Example, if he should have a Deuce, and draws a Five, which make seven, he must go on again, in Hopes of coming nearer to fifteen; if he draws an Eight, which make just fifteen, and being Eldest-hand, he is sure of winning the Game;

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but if he over-draws himself, and makes above fifteen, he loses, unless the Dealer does the same, in which Case, it is a drawn Game, and they double their Stakes; thus going on till one of them has won the Game by standing, and being nearest to fifteen, &c. At the End of each Game the Cards are put up and shuffled, and the Players cut for Deal, the Elder-hand having the Advantage.

THE

THE GAME OF HAZARD.

ANY Number of Persons may play. The Person who takes the Box and Dice throws a Main, that is to say, a Chance for the Company, which must be above four, and not exceed nine, otherwise it is no Main, consequently he must keep throwing till he brings five, six, seven, eight, or nine; this done, he must throw his own Chance, which may be any above three, and not exceeding ten; if he throws two Aces or Trois-ace (commonly called Crabs) he loses his Stakes, let the Company's Chance, which we call the Main, be what it will. If the Main should be seven, and seven or eleven is thrown immediately after, it is what is called a Nick, and the Caster (the present Player) wins out his Stakes. If eight be the Main, and eight or twelve is thrown immediately after, it is also called a Nick, and the Caster wins his Stakes. The Caster throwing any other Number for the Main, such as are admitted, and brings the same Number directly afterwards, it is likewise termed a Nick, and he also wins whatever Stakes he has made. Every three successive Mains the Caster wins, he pays half a Guinea to the Box or Furnisher of the Dice.

The Meaning of a Stake or Bett at this Game somewhat differs from any other. If a Person

Person chooses to lay some Money with the Thrower or Caster, he must put his Cash upon the Table, within a Circle which is described for that Purpose; when he has done this, if the Caster agrees to it, he knocks the Box upon the Table at the Person's Money with whom he intends to bett, or particularly mentions at whose Money he throws, which is sufficient, and he is obliged to answer whatever Sum is down, unless the Staker calls to cover; in that Case the Caster is obliged to stake also, otherwise the Betts would be void. It is optional in the Person who betts with the Thrower, to bar any Throw which the Caster may be going to cast, provided neither of the Dice is seen; if one Die should be discovered, the Caster must throw the other to it, unless the Throw is barred in proper Time.

The common Odds, which are absolutely necessary to be understood, before any Body attempts to play or bett at this Game, are as follow:

If seven is thrown for a Main, and four the Chance, it is two to one against the Person who throws: If six to four is thrown, five to three; if five to four is thrown, four to three: seven to nine, three to two: seven to six, three to two, barring the two Trois, with the two Trois, only six to five: seven to five, three to two: six to five, an even Bett, barring the Doublets or the two Trois, with the Trois, five to four: eight to five, an even

Bett, barring the two Fours, five to four with the two Fours: nine to five, even: nine to four, is four to three: The Nick of Seven is seven to two, but often laid but ten to three, and five to one you do not nick Six or Eight.

To illustrate these Calculations still more clearly, the following Table will be necessary:

TABLE of the ODDS.

| | | | |
|--------|----|--------------------------|--|
| 7 to 4 | is | 2 to 1 | |
| 6 to 4 | is | 5 to 3 | |
| 5 to 4 | is | 4 to 3 | |
| 7 to 9 | is | 3 to 2 | |
| 7 to 6 | { | 3 to 2 | barring two Trois with the two Trois. |
| | { | 6 to 5 | |
| 7 to 5 | is | 3 to 2 | |
| 6 to 5 | { | even, barring two Trois. | |
| | { | 5 to 4 with two Trois. | |
| 8 to 5 | { | even, barring two Fours. | |
| | { | 5 to 4 with two Fours. | |
| 9 to 5 | is | even. | |
| 9 to 4 | is | 4 to 3 | |

The Nick of Seven is seven to two, often laid ten to three.

The Nick of Six and Eight is five to one.

It is necessary to be perfectly Master of these Odds, so as to have them as quick as thought, in order to play the prudent Game, and to make Use of them by way of insuring Betts in what is called Hedging, in case the Chance happens to be not a likely one; for by taking the Odds a ready Calculator secures himself
and

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and often stands Part of his Bett to a Certainty.
For Example, if Seven is the Main, and Four
the Chance, and he has five Pounds depending
on the Main, by taking six Pounds to three;
he must either win two Pounds or one Pound;
and, on the contrary, if he does not like his
Chance, by laying the Odds against himself,
he must save in Proportion to the Bett he has
made.



THE

T H E

GAME OF LANSQUENET.

THIS Game may be played by almost any Number of People, although only one Pack of Cards is used at a Time, that is to say, during the Deal. The Dealer, whom some think has an Advantage, begins by shuffling the Cards, and having them cut by any other Person of the Party; after which he deals out two Cards on his Left-hand, turning them up; then one for himself, and a fourth, which he places in the Middle of the Table, for the Company, called the *rejouissance* Card. Upon this Card, any, or all of the Company, except the Dealer, may put their Money, which the Dealer is obliged to answer, by staking an equal Sum to the Whole that is put upon it by different Persons. He continues dealing and turning the Cards upwards, one by one, till two of a Sort appear; for Instance, two Aces, two Deuces, &c. which in order to separate, and that no Person may mistake for single Cards, he places on each Side of his own Card; and as often as two, three, or the fourth Card of a Sort come up, he always places them, as before said, on each Side his own. Any single Card the Company has a Right to take and put their Money upon, unless the Dealer's own Card happens to be double,

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ble, which often occurs by his Card being the same as one of the two Hand Cards which he first of all dealt out on his Left-hand: thus he continues dealing till he brings either their Cards, or his own. As long as his own Card remains undrawn he wins; and whichever Card comes up first, loses. If he draws or deals out the two Cards on his Left, which are called the Hand-Cards, before his own, he is entitled to deal again; the Advantage of which is no other, than his being exempted from losing when he draws a similar Card to his own immediately after he has turned up one for himself.

This Game is often played more simply without the *rejouissance* Card, giving every Person round the Table a Card to put their Money upon. Sometimes it is played by dealing only two Cards, one for the Dealer, and another for the Company.



F I N I S.